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The Harlotville Horror

By Andy Miller

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"'I know someone is in the house besides myself. I can hear someone prowling about at night when the sun has set and the pines are black outside. Often in the night I hear *it* fumbling at my door. *Who* is it? Is it one of my sisters? Is it Aunt Celia? If it is either of these, why does she steal so subtly about the house? Why does she tug at my door, and glide away when I call to her? Shall I open the door and go out to her? No, no! I dare not! I am afraid. Oh God, what shall I do? I dare not stay here—but where am I to go?'"

— Robert E. Howard, "Pigeons from Hell," The Diary of Elizabeth Blassenville

H.P. Lovecraft - 1890-1937

Robert E. Howard - 1906-1936

Special Thanks to my playtesters:

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FORWARD

Robert E. Howard is probably best known for creating Conan the Barbarian and is widely regarded as the father of the sword and sorcery subgenre. In addition to his Conan stories, Howard also wrote several tales about other larger-than-life heroes: Kull of Atlantis or Kull the Conqueror, Solomon Kane, Sailor Steve Costigan, Dennis Dorgan, Bran Mak Morn, El Borak, and others.

However, Howard was also part of the Lovecraft Circle and wrote several weird tales of his own. Nicknamed "Two-Gun Bob" for his love of the history of the southwest, he contributed such works as "The Black Stone," "The Cairn on the Headland," "The Children of the Night," "The Fire of Asshurbanipal," and others. Howard also wrote one of the first weird westerns ever: "The Horror on the Mound."

The story that concerns us, however, is one that combines horror, murder, superstition, and action: "Pigeons from Hell." Written in late 1934, the story was published posthumously in Weird Tales in 1938. Set in the Piney Woods of the ArkLaTex region of the Deep South where Arkansas, Louisiana, and Texas all come together, the story focuses on the long-abandoned Blassenville Plantation and the horrors that occurred there both in the past and the present. As much a mystery as a horror story, the reader is challenged to figure out not only what is terrorizing the manor, but who. The ending is not exactly what one would expect.

Considered by Stephen King to be "one of the finest horrors stories of our century" in Danse Macabre in 1983, "Pigeons from Hell" was also included in horror historian R.S. Hadji's list of most frightening horror stories. In 1961, the story was adapted to television in Boris Karloff's *Thriller* television series, though the story was changed somewhat, updated to then-present day, and the ending and some of the names changed. In 2008, the story was adapted into a four-issue comic book written by Joe R. Lansdale and published by Dark Horse Comics. This version completely changes the story, adds numerous new characters, updates it to the 21st century, adds different elements and supernatural occurrences, and is a completely different story, using only some of the same names and the basic premise of the original.

The term "zuvembie" was also used as a substitute for the word "zombie" by Marvel Comics under the censorship of the Comics Code Authority. It was mostly retired in 1989.

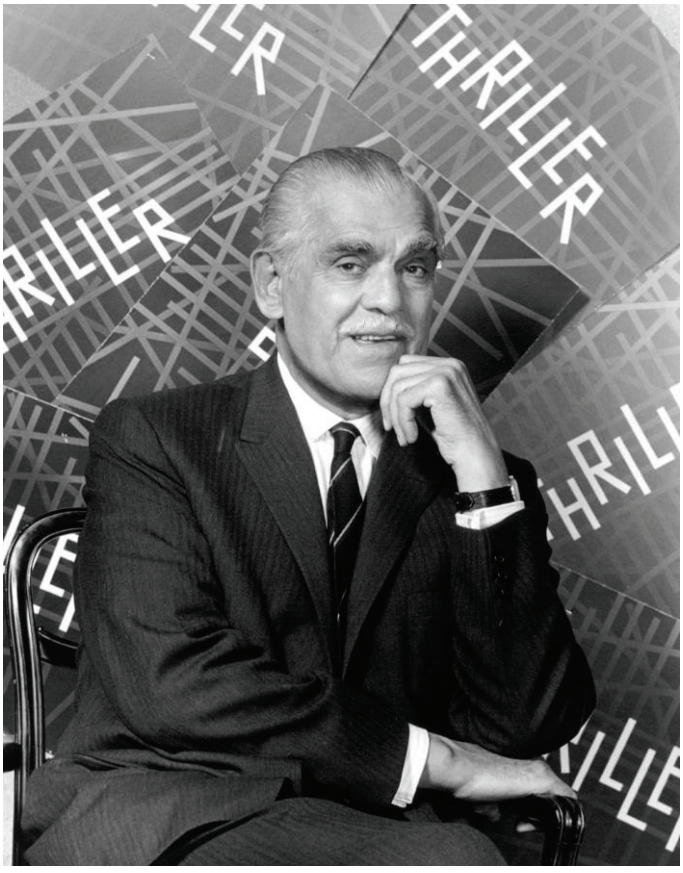
The original story is perfect for a Call of Cthulhu game. There's a horrifying murder, a sympathetic sheriff, a haunted house shunned by the locals, a quest for answers to strange questions, a senile old man telling terrifying stories, vengeance of a certain god, a partially destroyed diary, a cunning plan, and twist ending. It's perfect for adaption directly to a scenario.

The creature that is part of the story is even better. The zuvembie has surprisingly never been featured in any Call of Cthulhu product to my knowledge but remains a terrifying and morbid creature that revels in hate and revenge, finding satisfaction in the slaughter of humans. It doesn't confront those who might actually be able to harm it; the zuvembie in the Howard story uses magic to hypnotize her first victim and her control of certain "natural demons" of the world such as snakes and wolves to attack others. Even her power to cause darkness is enough to scare off an armed man at one point. The creature doesn't think like a person, but has a certain nasty cunning and is very good at surviving. All in all, the perfect foil for a Call of Cthulhu game.

And Elizabeth Blassenville's diary is quite terrifying.

The Harlotville Horror attempts to do what Howard did, at least in its own small way. The scenario begins with murder and horror, but the investigators, though trapped in Harlotville both by its isolation and a desperate man, should be able to learn something of the terrible things that happened there. The ending hopefully comes as a surprise to the players. They should think they know what is haunting Harlotville by the end of the scenario, only to find, possibly to their horror, that something much worse is stalking the ghost town.

Andy Miller
September 2020



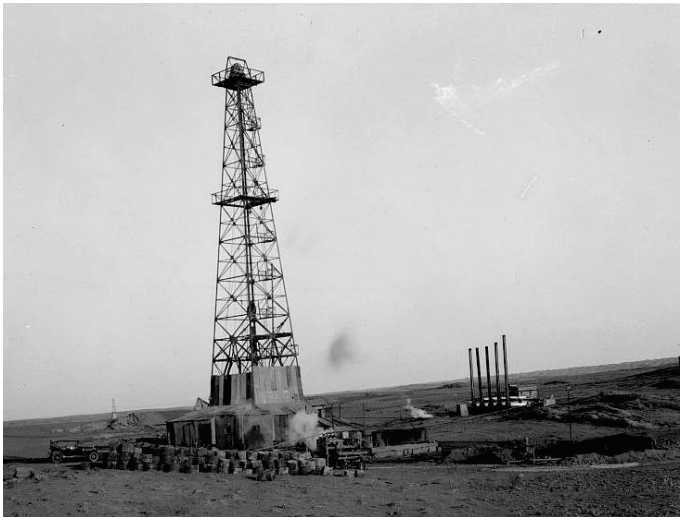
Boris Karloff - Thriller Television Show, 1961

The Harlotville Horror

or **Hell Hath No Fury Like a Wizard Scorned**

By Andy Miller

Original scenario written in 2014 for NerdCon 2014
Current Revision and Expansion written September 2020



INTRODUCTION

Oil is the business of the Midwest Refining Company and business is good. One of the Vice Presidents of the company has gotten a small team together to explore a spot he is certain will prove as lucrative for the company as the Hobbs Oilfield proved just the year before on the other side of the state.

The site is an old ghost town on the Plains of San Augustine called Harlotville that was abandoned during the Mexican American War. The group is to follow the leads to see if the oilfield under the town is as large as one man thinks it is.

This Call of Cthulhu scenario takes place in the summer of 1929 in western New Mexico. Players take the part of company men and scientists working for the Midwest Refining Company attempting to find a strike in the area or at least lay down a foundation for others to make a more comprehensive test drill.

Keeper's Information

Mexico gained her independence from Spain in 1821 and the first years of the fledgling country were filled with instability. After the short Mexican Empire of 1822-23, the First Mexican Republic was established in 1824. With the new constitution drafted in Mexico forming a Federalist government, local autonomy was strong in Mexico.

In 1825, Harlotville was settled by accident. Caliste Boudreaux, madam of a brothel in New Orleans, having run into financial and legal troubles, not to mention a possible scandal, packed up her things and headed west, making for Monterrey, Alta California. She hoped to start fresh there and several of her girls went with her, along with a few servants and slaves of the house. She had promised the slaves their freedom, money, and even work once they reached Monterrey.

Always a strong-minded woman, Madam Boudreaux hired a few guides and headed west into Mexico, leaving her debtors, the law, and scandal behind. Though advised to take the Santa Fe Trail or go by ship, she refused and took the harder path straight through the Mexican territory of Coahulia y Tejas and into Santa Fe de Nuevo Mexico.

Tragedy struck as they crossed the Plains of San Augustine when one of their wagon wheels broke. They were able to make it back to a spring they had passed and soon found they didn't have the skilled labor to actually repair the wheel, but they did have food and water, tents, and supplies to survive.

They set up a semi-permanent camp as they worked to either repair the wheel or find some other means of transport. Soon, word began to spread of the camp and men came to investigate. They traded goods, services, and money for the harlots' own special services. Lumber was brought from the nearby mountains and buildings of wood and adobe soon raised at the spot. Wells were dug and more permanent residents moved in, some of them coming via the Santa Fe Trail. By 1830, the small village of Harlotville was formerly established on the spot. The largest of the buildings was owned by Madam Boudreaux, a brothel that served as one of the greatest sources of revenue for the tiny, isolated town.

When slavery was abolished in Mexico in 1829, Madam Boudreaux freed the few slaves still in her service, seeing to it they had work at either the brothel or elsewhere in the village if they wanted. Some of them stayed.

Territorial Divisions of Mexico in 1824

Though Harlotville didn't grow very much over the next decade, it proved a popular place to visit. The Mexican government was paid its taxes by the people of the town and, for the most part, left them alone. Mexico was seeing a great deal of strife during these years, even encouraging Anglo-American immigration into the area of Texas in order to stabilize the region. Comanche were sometimes a problem as well, though the harlots seemed to know how to appease them.

In 1845, the United States annexed Texas and in April 1846, the United States Army entered disputed lands south of the Rio Grande, starting the Mexican War. The people of Harlotville were concerned about war nearby, but hoped the battles would not engulf their tiny town. They had little to fear; the war would not come to Harlotville.

The Mexican-American War - 1846-1848

Something worse did.

The former slaves of the village who had remained in Harlotville, though freed, were still treated as second-class citizens. In the September of 1846, one of these men, a Haiti-born witch doctor named Emmanuel Smith, fell in love with one of the harlots, a young woman named Tillie Fitzgerald, new to the brothel. The girl rebuffed his advances. Smith, an older man, knew certain, terrible magic from his country and certain secrets of the harlots. He concocted a black brew to create a zuvembie, placed it in a bottle of potent liquor, and sent it to the girl under the guise of an apology. Then he fled the town.

That very evening, not only did Tillie Fitzgerald drink from the bottle, but all the other harlots did as well. The potion worked and the women became zuvembies, murdering the men there for the night. Then they hid away until they could strike again.

Within two days, the entire population of Harlotville was wiped out or fled in terror. The only ones who investigated the sudden disappearance of everyone in town was a squad of soldiers that visited Harlotville in the spring of 1847 for reasons of their own. After two soldiers apparently murdered each other in complete silence the first night they camped there, the nervous lieutenant in charge of the squad ordered them to move out and reported the town must have been wiped out by the Mexican military.

The town remained abandoned after the Mexican-American War and was never settled again. With the main reason to visit the isolated village now gone, few went there. A few Native Americas visited the spot and sometimes other travelers. Those who visited usually came in ones or twos and those that spent the night became victims of the zuvembies.

In 1885, the spur from Socorro to Magdalena was completed by the Atchison, Topeka, and Santa Fe Railway. Magdalena had zinc mines and was used as a livestock railhead. The San Augustine Plains were used to drive cattle and sheep to the railhead. Some of them passed quite near Harlotville, but few stopped. Some that did stay there disappeared and the reputation of the ghost town grew as being haunted. Ranchers passing through the plains give the ghost town a wide berth.

The zuvembies remain in the dilapidated but intact buildings, hiding in various nooks and crannies. They use the local pigeons, bats, and snakes to alert them to intruders, still occasionally preying on those who come to Harlotville, either to explore or by accident. As the town is well off the beaten path, they wait for a time to cause mayhem and suffering. They are good at waiting. They have all the time in the world.

Players' Information

When Roger Stanford, one of the vice presidents at the Midwest Refining Company wants something done, it gets done. In this case, he thinks he has a solid lead on an oil field in the middle of nowhere which, in his opinion, could prove to be as large and as profitable as the Hobbs Oilfield was in 1928.

Stanford was contacted by Adam Silverberg, a historian and teacher from the University of New Mexico who had discovered a few interesting historical facts about a ghost town in southwestern New Mexico. Records seemed to indicate water from wells dug in the tiny town of Harlotville on the Plains of San Augustine had a "strange, dirty taste." Silverberg investigated why the water might be described as such, consulting with geologists and chemists from the university.

Silverberg took his information to Midwest Refining Company and ended up in contact with Stanford (who fears for the loss of his job since Standard Oil completely took over Midwest Refining). Stanford decided to investigate the location on his own and secured a chemist and geologist from the company, as well as a small crew of men. He managed to secretly requisition detecting and digging equipment necessary for a test dig, if need be, though to keep the project quiet, he got some older and less efficient equipment for the job. All was done as quietly as possible.

In July of 1929, the party sets off from Magdalena with two 1927 Dodge Graham flatbed trucks the company won't miss and his own 1925 Isotta Fraschini Tipo 8A soft top motorcar.

They head across the desert with supplies and gear to find the ghost town of Harlotville to look for oil.

HANDOUT 1 should be in the possession of Adam Silverberg and contains information he was able to learn about the tiny village before the game begins.

Adapting the Scenario

The Harlotville Horror can very easily be adapted for different time periods anytime from 1846 to present day.

If a Keeper wants to really flex their creative muscles, Down Darker Trails could be used to create investigators as the original residents of Harlotville who must deal with the suddenly missing harlots and Emmanuel Smith. As there are several locals who lived in the town at the time and a few visitors to the brothel on the nights of the town's destruction, there is plenty of terror in this kind of a scenario. One important thing to keep in mind is that repeating rifles aren't available until 1860 though revolvers were introduced in 1836. Single shot rifles and possibly even flintlock pistols are certainly more common should this option be used.

Though the original story calls for the town to be wiped out, possibly with only a few survivors fleeing for their lives, this might not be the case if the actual destruction of Harlotville is played through.

Harlotville might also be used in a regular Down Darker Trails campaign when the investigators travel through the Plains of San Agustin and find a convenient place to stay for the night. NPCs are a must as the initial encounter with the zuvembie is meant to be horrifying as one of those in the group is killed and converted into a zombie before attacking the others. However, the Keeper could just make do with the investigators if they wish, though this almost guarantees an investigator death.

Alternately, the investigators could play the squad of soldiers that visits Harlotville in 1847 after the people of the village disappear. These soldiers would be armed with single-shot rifles. The lieutenant could be an npc who has visited Harlotville before and might be there to check up on one his doxies, only to find the entire village deserted and horror coming with nightfall.

Several other possibilities for Down Darker Trails exist for the scenario: Investigators could be bandits, fleeing into the Plains of San Agustin. They happen to come across an old, abandoned ghost town in their flight. It's a perfect place to hide out for a few weeks until they can move on again. Of course, the zuvembies in town have other plans.

A group of cattlemen might also be passing through the plains with a herd, especially after 1885, taking them to Magdalena. It's just getting dark as they spot the ghost town ahead, a perfect place to spend the night.

The scenario can be used in the 1920s as part of a regular campaign as well, the investigators learning of the strange ghost town and trying to unravel its riddle. Investigators might also simply stumble across the town while they are crossing the plains for some reason, waking the creatures that lair within.

A sequel is possible if any of the original investigators of the scenario escape. Will they return to try to destroy the horrors that reside in Harlotville, or possibly burn down the entire town in an effort to stop the evil there? If Roger Stanford survives, he might try to bring another crew back to Harlotville, this one to do some actual test drilling in the vain hope making a strike there would mean promotion or retention of his job. He doesn't care about these imagined monsters. He's in it for the money.

The Keeper might also decide there is oil under Harlotville. This could lead to an entire drilling operation moving into the plains and setting up to drill them dry. The zuvembies would find easy prey of workers who might want to peek at a ghost town or become lost on the plains and stumble across Harlotville.

Moving the scenario to modern day is just as easy. Though the plains have been the home of the radio astronomy observatory, the Very Large Array, since its construction in 1972, Harlotville was left along during the construction and afterward.

The Very Large Array

Scenarios could take place during the construction of the Very Large Array, which covers an area over 25 miles in diameter. Workers on the tracks or the radio telescopes might explore the ghost town, as might scientists who work at the Very Large Array. Investigators might also simply be backpackers or tourists to the area who stumble across Harlotville. Alternately, they might have unearthed some of the sparse information on the town lost during the Mexican-American War and go there to see what's left of the ghost town.

The zuvembies rarely attack directly as they are susceptible to lead and steel bullets (though little else). They prefer hypnotism and control of their short-lived zombies to do most of their dirty work or using the creatures of the night to hunt and kill their prey. They are cunning enough to plan for some eventualities but don't think like humans anymore.

LOCALE

The New Mexico State Flag

New Mexico

Part of land ceded to the United States after its victory in the Mexican-American War, the land that is now northeastern New Mexico was first claimed by Texas after it received Statehood. The Compromise of 1850 ended these claims and the New Mexico Territory was established, lands that included present-day Arizona, New Mexico, and part of Colorado. Both sides of the American Civil War claimed the right to New Mexico, and the territory was divided in 1867, establishing its current boundaries. It was admitted as a state in 1912.

Though tensions between the European-American settlers of the state with Native American tribes continued, a law was passed in 1924 granting all Native Americans U.S. Citizenship and the right to vote in federal and state elections. However, New Mexico currently has racist and segregationist Jim Crow laws: those who do not pay taxes cannot vote.

New Mexico currently has no state police force. The New Mexico Mounted Patrol was the only non-federal law in the territory, and it was renamed the New Mexico Mounted Police in 1905. It was the state's first law-enforcement agency when it became a state. The force was defunded from 1913 to 1917 by criminal elements in the state government. It was reactivated during the Great War in 1916 when Mexican Revolution General Francisco "Pancho" Villa invaded American soil and sacked the town of Columbus, New Mexico. However, the same criminal elements in the state legislature deactivated the force again in 1921. There will not be state police until the New Mexico Motor Patrol is established in 1933.

The University of New Mexico was founded in 1889 with land set aside near Albuquerque under the stipulation it become the state university when New Mexico achieved statehood. In 1922, it was accredited by the North Central Association of Colleges and Schools.

The state has roughly 410,000 citizens.

Catron County

Catron County was not formed until 1921, the land being part of Socorro County up until that point. It was named after Thomas B. Catron, the first senator of New Mexico.

In addition to holding the Plains of San Augustine, the county was the site of the Alma Massacre on April 28, 1880, when Chiricahua Apache raided a mining camp near the one-time town of Cooney and others in the area near Alma. In the mid-1880s, Butch Cassidy and the Wild Bunch Gang hid out at a ranch near Alma. The county was also the home of outlaw Tom Ketchum around this same time.

The population of the county in 1930 is 3,282. The county seat, with a population of approximately 100, is in Reserve.

Socorro County

Socorro County was founded in 1852 in the New Mexico Territory with the other eight counties of said territory.

Part of the Plains of San Augustine lie in Socorro County and the San Mateo Mountains run through it. Outlaws such as Butch Cassidy and the Wild Bunch and the Apache Kid, as well as Native Americans such as Cochise, Geronimo, and Victorio are often connected with those mountains. Native Americans were reportedly living free in the San Mateo Mountains as late as 1919.

The county has a population of approximately 10,000 people. The county seat is in Socorro, population 1,256.

The Plains of San Augustine

The Plains of San Augustine (also known as the Plains of San Agustin or the Plains of San Augustin) are a region of southwestern New Mexico that spans Catron and Socorro Counties. With a length of 60 miles and a width of between 10 and 20 miles, the plains run northeast to southwest and form a basin bordered by the Mangas, Crosby, Datil, and Gallinas Mountains to the north, the San Mateo Mountains to the east, the Luera Mountains and Pelona Mountain to the south, and the Tularosa Mountains to the west. The plains run from about 6,800 to 7,500 feet above sea level with the surrounding hills and mountains being about 10,000 feet.

The plains basin is flat-floored and created by several interconnected Pleistocene lakes jointly called Lake San Agustin. It lies at the north end of the Chihuahuan Desert. The plains have a dry climate with only a single rainy season in the summer. Temperatures range from 95 to 104 degrees Fahrenheit during the day though it is much cooler at night. Sunrise is at 6:30 a.m.; sunset is around 8 p.m.

The plains are dominated by shrub lands and shrubby creosote. Viscid acacia and tarbush are also common here. Trees are nonexistent. Native wildlife includes deer, elk jackrabbits, kangaroo rats, javelina, porcupines, roadrunners,

western diamondback rattlesnakes, wild turkeys, coyote, and the Mexican gray wolf. Turkey vultures, bats, and pigeons are also common. Insects include tarantulas, centipedes and vinegarroons (a type of non-venomous whip scorpion). Black bears, bighorn sheep, bobcats, and cougars are found in the hills and mountains around the Plains.

Nearby Towns

Datil: Lying along the Magdalena Stock Driveway in Catron County, one of the wells of the driveway will lie just northwest of the tiny community in the 1930s.

Datil is barely a town and named after the Datil Mountains, the small range upon which it stands. It has a post office and a general store. Roughly 15 miles northwest of Harlotville, it has a population of about 100.

Greens Gap: Another small community without amenities , a post office was opened here in 1918. The elevation is 7,451 feet and it stands atop the mountains around the Plains of San Augustine. It has a population of about 100.

Kelly: Originally settled in 1866 and called Middle camp, with the town laid out in 1879, the Kelly mine opened in the community in 1883, producing lead, silver, zinc, and smithsonite (zinc carbonite). The population of Kelly reached almost 3,000 at the turn of the century with two banks, three churches, saloons, two schools, and several stores, but the town has since seen a steep decline. Sherwin-Williams Paints bought out the mine in 1904 to mine zinc carbonate for green paint. The population of Kelly is currently about 300. It stands about two and a half miles south of Magdalena.

Mercantile Store in Magdalena

Magdalena: Magdalena was established in 1884 with the opening of the post office there. It was named after Magdalena peak and incorporated as a town in 1913. The railroad spur was built to the village in 1885 for the transport of cattle, sheep wool, timber, and ore. The town has stockyards for cattle driven through the Magdalena Trail. The population of the town is dwindling in 1928, however, and stands at approximately 1,500.

Rosedale: One of the mining towns that sprung up when gold was discovered in the north end of the San Mateo Mountains in 1882, Rosedale was an area where the Apache drove the miners away. In about 1886, the town began to grow with mining operations continuing to the present day.

Rosedale has a population of about 150. It is roughly 25 miles from Harlotville.

Other Information

Midwest Refining Company

The Midwest Oil Company was incorporated in 1911 and started operations on land west of Casper, Wyoming, in 1912. Franco-Wyoming Oil Company had been in that location since 1904.

The Midwest Refining Company was created in 1914 when Midwest Petroleum, Franco Petroleum, and Natrona Pipe Line and Refinery Company merged. The newly organized company took over Midwest Oil as well as the Franco refineries and pipelines. They began expanding operations into southern Wyoming, choosing Laramie for their refinery.

In 1920, Standard Oil of Indiana built another refinery in Laramie south of the Midwest operations. Midwest Refining Company began to expand. Standard Oil acquired one-third interest in Midwest Refining soon after. By June of 1921, Standard Oil owned 85 percent of Midwest Refining's Stock.

In 1928, Standard Oil of Indiana bought out Midwest Refining Company. The Laramie Refinery will be closed in 1932.

Oil in New Mexico

The first oil discovered in New Mexico was in the Seven Lakes area of McKinley County in 1911. Discovered by accident by Henry F. Brock while drilling for water, the well proved unremarkable with very little produced for two years before activity there ceased.

This led to several oil companies, including Midwest Refining Company, and independent operators being active in the San Juan Basin of northwest New Mexico.

In September 1922, Midwest Refining Company made the first commercial oil strike on the Navajo Indian Reservation in San Juan County at the Hogback Field. At first, the magnitude of the discovery was uncertain, though in 1924, an oil pipeline was completed from the field to Farmington, NM, where the oil was then shipped by rail to Salt Lake City, Utah.

Drilling and testing continued in the San Juan Basin with other discoveries in the northwest portion of the State.

Exploration of oil began in Hobbs, New Mexico, in 1927 by Midwest Refining Company. In 1928, the Hobbs Oil Field was discovered in Lea County in the southeastern corner of the state.

The first signs of oil came on June 13, 1928 from a drilling site in a farmer's remote pasture. Though a fire destroyed the wooden derrick and ignited the engine house, the drillers from Midwest didn't give up. A steel derrick sent from Amarillo, Texas, was put in place, the engine was rebuilt locally, and the cable tools retrieved from the drilling hole.

By November, Midwest State No. 1 well was completed and producing 700 barrels of oil a day. The nearby village of Hobbs began to grow in leaps and bounds. More oil was found north of the village in 1930 and things went up from there. With a population of 598 in 1930, the town would grow to a population of 10,619, by 1940.

New Mexico would go on to be a major producer of oil and natural gas in the United States. Midwest States No. 1 would continue to produce oil until 2002.

Mining Technology in 1929

In the late 19th century, finding oil or natural gas was usually undertaken near known oil or gas seeps or simply found by accidents such as drilling for water. Guesswork or geological hunches were also used. It wasn't until 1903 when oil was found using petroleum residue in soil samples. However, this didn't change the opinion of the oil companies and it wasn't until the 1920s that geophysical means were used to locate hidden oil deposits.

Even then, the tools of the time were fairly basic. They depended on fundamental variables in the earth's physical condition such as gravity change, magnetic field change, time change, and electrical resistance.

Eötvös' torsion balance, one of the early torsion balances using the gravity method, consists of a straight rod with masses attached to each end suspended by a wire. Available for commercial use, the device uses the gravitational field of the earth and how it varies according to differences in mass distribution near the surface. Depending upon what is under the surface, different gravitational forces are exerted on the device. Geophysicists can use it to locate salt domes, which can lead to the accumulations of hydrocarbons and petroleum resources.

Other gravity methods are not readily available until 1930.

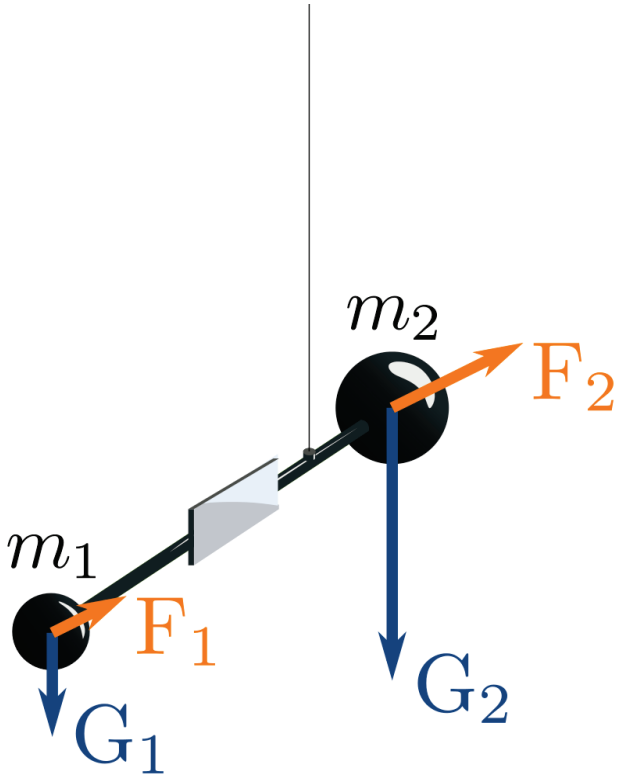
The field balance and the airborne magnetometer are used for the magnetic method. The **field balance** is used on the ground to measure specific locations' magnetism. The **airborne magnetometer** measures the earth's total magnetic field over a large area.

Refraction and reflection methods use seismic methods to locate oil-bearing strata. The **refraction method** uses concussive force (like dynamite) and a seismograph. The time required to reach the detector from the shot point is recorded and calculated. Another method of locating salt domes, the speed of the transmission is proportional to the density of the structure below. Very high speed transmissions might indicate crystalline rock such as rock salt, schists, and igneous rocks. The **reflection method** is based on the reflection of echo sound waves off various densities of rock.

Stratigraphy is another method of searching for oil. The exploration requires establishing correlations between wells, matching fossils, strata, rock hardness and softness, and electrical data to determine the composition, origin, and distribution of rock strata. This requires sample logs, driller's logs, time logs, and electrical logs, allowing the geologist to predict where oil-bearing strata will appear.

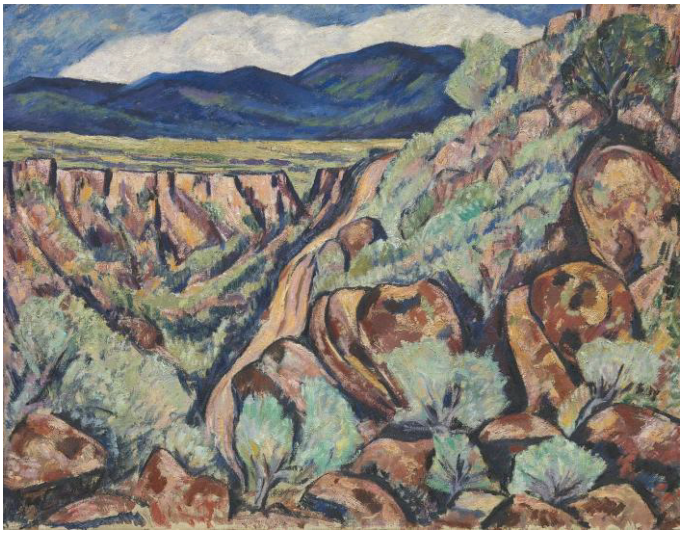
Electrical resistance and **electrical methods** are used in the 1920s, testing electrical resistance and electromagnetic potential of the surrounding area. However, these are more successful at finding and locating water and metallic ores than oil. The tests can still be used to try to locate oil and gas, which have a different electrical resistance than water. Well logging uses this, though in 1929, it has only been used for a very short time and requires drilling.

Overall, there is no easy means of finding oil in the 1920s. Doing so requires hard work and perseverance, which even then might lead to nothing.



Original Eötvös' torsion balance

GETTING THERE IS HALF THE BATTLE



Landscape, New Mexico - Marsden Hartley

Convention Play

"The Harlotville Horror" was originally written for convention play in a four-hour time slot. As noted above, it can be easily adapted to non-convention play and expanded.

In either case, it is meant to start in media res with the background of the investigators meeting and any earlier history between them glossed over. The investigation starts with the investigators heading onto the Plains of San Augustine (as they are listed on the map). The investigation should move forward rather quickly and, as there are only a few clues in Harlotville as to what is going on, and these clues are informative, the investigators should be able to find out the background of Harlotville fairly easily.

The scenario is meant to be a trap. The investigators are set upon very quickly by the zuvembies, at least indirectly, and almost immediately find themselves stuck in Harlotville. They can leave the village but must then trudge across the badlands to return to civilization, something that might be stymied by the terrain, the zuvembies, and the creatures they control.

Action is the word for this scenario as well. As with Robert E. Howard's original "Pigeons from Hell" the investigation begins with murder and death. More follow if the investigators aren't careful, though the workers with them should bear the brunt of the injuries and murders at the beginning of the scenario. Once these men are dead or have fled into the desert, investigators are completely on their own.

As the zuvembies generally restrict their attacks to nighttime, the investigators are somewhat safer during the day. Also, some investigators have character traits or ideologies that should prevent them from simply leaving the ghost town immediately. The fact that many of them actually work for Stanford, who has no interest in leaving just yet, should help keep them there as well.

Possible Prologue

With either convention or campaign play, it is possible to start the scenario at an earlier stage. A Keeper might decide to play out Dr. Silverberg's initial meeting with Stanford in Laramie or even his initial discovery of the history of Harlotville and the possibility of striking oil there. This goes beyond the scenario but any competent Keeper should be able to guide their players to the ghost town.

Additionally, players might want to investigate Harlotville before actually going to the ghost town. Unfortunately, there is little to find. Harlotville was established and later abandoned when Mexico controlled the territory. Documentation of the area is practically nonexistent and the local county seats of Catron County at Reserve or Socorro County at Socorro have nothing of use for the investigators.

Talking to locals in the towns nearest to Harlotville might, at the Keeper's decision, give the investigators certain ghost stories about the town being haunted and the home to more turkey vultures (called buzzards by some) than anyone thinks healthy. They may also learn some people have disappeared in that part of the Plains of San Augustine. Otherwise, the people of both counties generally avoid both the plains and the ghost town. There's nothing there of interest anyway.

The Investigators and Crew

The group going to Harlotville consists of six investigators and six other blue-collar employees of Midwest Refining Company. In this case, all of the Midwest Refining Company employees work at the refinery in Laramie, Wyoming. The investigators are:

- Roger Stanford - Vice President, Midwest Refining Company
- Amanda Rice - Secretary, Midwest Refining Company
- Dr. Evelyn Chambers - Geologist, Midwest Refining Company
- Dr. Thomas Fry - Chemist, Midwest Refining Company
- Dr. Adam Silverberg - Historian and Professor of History, University of New Mexico
- José Gutierrez - Foreman, Midwest Refining Company

Ostensibly working together on this project under the direction of Roger Stanford, investigators have different motivations for being in the town and different reasons for possibly staying even after things get weird.

Roger Stanford, one of the vice-presidents of the company, can see the writing on the wall. He has worked for Midwest Refining Company since 1914 at the then-new Laramie location, mostly getting by with fast words and a finger to point at someone else when things went wrong. With Standard Oil owning most of the stock at the company, he fears for his job and his lifestyle. Having made some enemies of the upper echelons of Standard Oil over the years, many of whom are growing wise to his conniving ways, he is certain he will lose his job not long after Standard Oil takes over the company completely. He's right. But if he can find a field like the Hobbs Strike, it would ensure his place at the company.

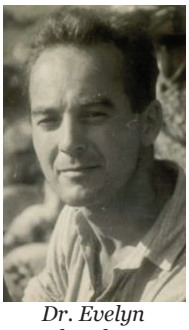
Roger Stanford

Stanford is footing the bill for the entire expedition, which he is relatively sure will be successful. It has to be. If it's not, he's probably going to be ruined, not to mention in a great deal of trouble at the company for using resources and men for the project without permission from those above him at Northwest Refining.

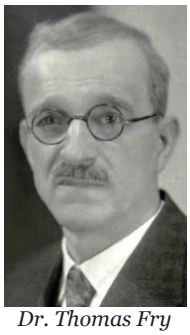
His secretary, **Amanda Rice**, is a young and pretty woman who's not above using the system to her advantage if she has to. After all, a girl's got to eat, right? She was attracted to Stanford's power and has had an affair with the man for the two years she's worked at the company. Not above doing just about anything to keep her job, she plans to blackmail Stanford once the thrill of being his mistress wears off. She is looking out for herself but is also after security and might find it in the strange creatures in Harlotville.

Amanda Rice

Dr. Evelyn Chambers is a geologist working at the Laramie refinery, having been there for about three years as a field researcher. One of the geologists who assisted in the massive Hobbs Oilfield find in 1928, his position with Midwest Refining Company is secure. He thinks the size of the party now heading for the deserts of western New Mexico undermanned and undersupplied, and is finding himself a little suspicious of what is going on. It's a part of the state he's never been to though, and he enjoys travel. For him, this is a bit of a working vacation as he loves his work and the outdoors.


Dr. Evelyn Chambers

Unlike his coworker, **Dr. Thomas Fry** prefers working in a laboratory or an office rather than being outside. He's more used to testing samples brought back to him since he began working at Midwest Refining in 1921. Also involved with the Hobbs oil strike, albeit from his labs in the Laramie refinery, his chemical analysis of various soil samples was instrumental to finding oil. He doesn't like being in the field and isn't really sure why he's even here. He prefers a climate-controlled house or apartment to sleeping in a tent and is fairly vocal about it. However, the time away from his wife is pleasant.


Dr. Thomas Fry

Dr. Adam Silverberg is the reason they're all here in the first place. Having taught at the University of New Mexico for 18 years, he was put in charge of documents donated to the university from a family in Albuquerque. Among them was a journal with references to a village called Harlotville that had apparently existed on the Plains of San Augustine or the Plains of San Agustin. What particularly interested him were passages that talked about the oily taste of the water no matter where the deep wells were sunk in the village. Further research revealed little about the place aside from a military report of a squad of soldiers that passed through the town during the Mexican-American War only to find it deserted. Being a part of a major oil strike would both enrich him and give him much-needed prestige at the university and among his peers. He starts with HANDOUT 1.

Dr. Adam Silverberg

In charge of the laborers is **Josè Gutierrez**, a Mexican-American who has been with the company for about three years, but proved his mettle and his worth in working with rigs and at the Laramie refinery. Though he usually gets his orders from one of his managers at the company, this time he was approached by a vice-president who said he needed a work party. He is suspicious of Stanford and the entire operation, which seems slipshod and thrown together to him. He is determined to find out what it is all about once the job is over.

Josè Gutierrez

In addition to the investigators, there are six laborers in the expedition. These men all work at the refinery in Laramie though some of them have worked at drilling rigs as well. The six men were hand-picked by Stanford and, though none of them have any particular loyalty to the man, they are relatively loyal to the company.

None of the men have much of an education and all are simple blue-collar workers. Stanford tried to pick men who would not be missed at the refinery for a week or two. All of them have worked with Gutierrez before and like and respect

the man, who gets along with his superiors and those working for him. However, even their loyalty breaks under the strain of what they encounter in Harlotville.

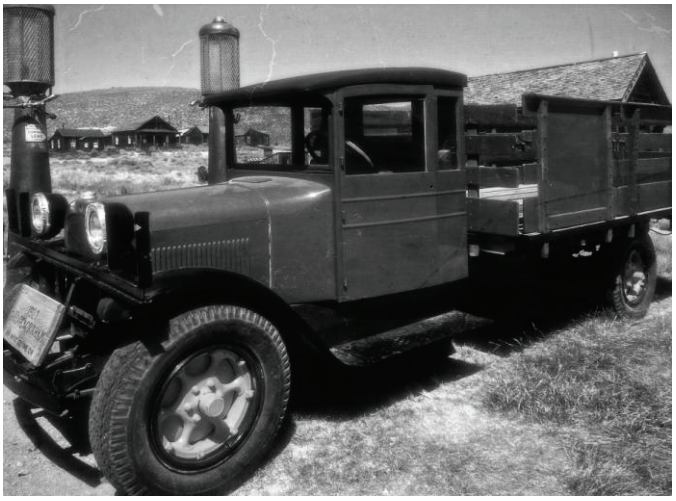
The six workers include:

- Andrew Lefkovitz
- Diego Rios
- Michael Juarez
- José Fernandez
- Angel Gazolas
- Joseph Aceves

General stats and descriptions of the six men are with the NPC stats at the end of the scenario. As the death of at least one of these men begins the terror proper and another might die when they try to flee the ghost town, the Keeper should, at most, have to keep track of four men.

General Gear & Equipment

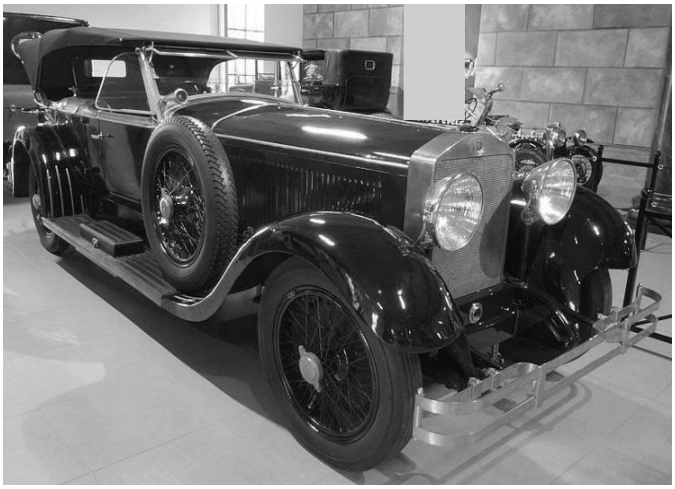
The expedition has the following gear in addition to the items individual investigators have listed on their character sheets:



1927 Dodge Graham Flatbed Truck

- Two 1927 Dodge Graham Flatbed Trucks
- Drilling gear (including 20 sticks of dynamite)
- Shovels (10)
- Picks (10)
- Small drill rig
- Torsion Balance
- Magnetometer
- Field Balance
- Portable Seismograph
- Portable chemical laboratory
- Extra 5-gallon gasoline cans (10)
- Five gallon water cans (10)
- Six-man tents (5)
- Cots (12)
- Bedrolls (12)
- Blankets (12)
- Tarpaulins (6)
- Rope (500 ft)
- Food for a week for 12 people & cooking supplies
- Two .22 bolt-action rifles and one box of 50 bullets

In addition to this gear, Stanford is driving his own motorcar to the site. Miss Rice rides along with him, as well as Dr. Silverberg, who is probably navigating. Their gear includes:



1925 Isotta Fraschini Tipo 8-A

- One 1925 Isotta Fraschini Tipo 8-A Motorcar
- Luggage
- Maps
- Portable typewriter, paper, and extra ink ribbons
- Notepads, pencils, ink pens

Heading for the Ghost Town

On Thursday, July 18, 1929, the small expedition sets out from Magdalena, New Mexico, and down into the Plains of San Augustine. They arrived from Laramie, Wyoming, via train, the two trucks and Stanford's motorcar brought on flatcars to the village. There are no real roads down into the desert but there are trails the motorcars can navigate.

The Plains of San Augustine (or Plains of San Agustin) near the northern edge of the Chihuahuan Desert are hot in the the summer months. The flat plains are dominated by shrublands, with creosote bush, viscid acacia, and tarbush. The few trails or flat areas through the region are rough and it's slow going in the motorcars and a bumpy ride.

The players should decide what order they are planning to drive, though Stanford in his luxury car up front with Dr. Silverberg and the maps is probably the most logical.

Unfortunately, his car is not quite as rugged nor as well maintained as the two trucks and might have some difficulty in maneuvering through the badlands, despite careful driving and navivation.

Each driver should make a **Drive Auto** check while crossing the plains. **Success** indicates the vehicle has no great difficulty during the trip across the badlands. A **Hard Success** indicates the driver has found a smoother path (possibly even a path not directly following the vehicles ahead if they have not made such a success). An **Extreme Success** might indicate the driver has possibly found a shortcut and might even end up in front of the lead car, if they so desire.

Failure on the check indicates minor damage to the vehicle, perhaps a flat tire or overheated radiator. This requires the motorcar be stopped for at least an hour to make minor repairs such as replacing the car's wheel or tire or waiting for the engine to cool down enough to refill the radiator with water. A **Critical Failure** indicates the vehicle has suffered major damage. This might be a broken axle, cracked cylinder, or punctured fuel tank (shades of things to come!). In any case, this means the motorcar must be abandoned for now as it requires major repairs by a qualified mechanic. The motorcar might be towed though it takes two hours or more to rig it up for towing and most of the rope available to the group must be used in the process. Another **Drive Auto** should be made in this case, a **failure** indicating either the rope broke or the towed motorcar had some other difficulty rendering it incapable of even being moved. A **Critical Failure** means the towing vehicle was also damaged, which might be cause for more delay.

Enough failures might mean the party doesn't reach the village until after nightfall or on foot and have to set up their camp in the dark.

Whichever investigator is in the lead of the motorcars should also make a **Navigation** check as they search for the ghost town on the Plains of San Augustine. A **Success** on the roll indicates the party arrives around 1 p.m. (plus any delays caused by car trouble). A **Hard** Success indicates a noon arrival and an **Extreme** or **Critical** Success indicates arrival around 11 a.m.

Failure of the check means a delay of two hours and an additional roll. Every subsequent failure adds an additional hour to the arrival time. A **Critical Failure** sees the investigators arriving two hours later with additional critical failures each adding two more hours to their arrival time.

As the nights are not long this time of year and sunset is not until 8 p.m. or so, the investigators actually have a good chance of arriving at the ghost town before dark. The base arrival time for the rolls above is still 1 p.m. Even with that base arrival time, barring any major car trouble or completely getting lost, the party should arrive in Harlotville with time to spare to set up camp and possibly even have some time to look around if they want to. It's up to the investigators if they want to start work that day or not.

The Motorcars

The Graham Brothers originally produced kits to modify Ford Model Ts and TTs, eventually leading to them building trucks with the engines of various manufacturers. They finally settled on Dodge engines and those trucks were sold by Dodge dealers.

Each of the **Dodge Graham flatbed trucks** brought along for the expedition has a 35 horsepower, four-cylinder Dodge engine with a three-speed manual transmission and electric starter. The dashboard of each truck includes an electrical starter and gauges for oil pressure, ammeter (electrical current), and speedometer. Each of these 1 ½ ton trucks has a flatbed in the back with removable side rails on all sides of the bed. Each also has a single spare tire, pump, tire repair kit, and a jack. The cab of each truck has enough room for two (three in a pinch). Most of the workers are riding in the backs of the trucks.

These trucks are relatively new and in good shape, kept running and freshly oiled by mechanics of the Laramie refinery. They are able to handle the rough travel required in the Plains of San Augustine with little trouble. They are also not prone to overheating, even in the warmth of the badlands.

The **Isotta Fraschini Tipo 8-A** is an Italian luxury car with a 7.3 liter, straight-eight cylinder engine with 160 horsepower, the most powerful mass-produced straight-eight engine in the world at the time. It has a three-speed manual transmission and electric starter. The company promises the motorcar can do 93 miles per hour. It costs more than the Model J Duesenberg and only one of every three of these cars is sold in the United States. The car can hold two comfortably in the front and two in the back though up to three in either could be had in a pinch. The model is a two-door with access to the back seats by moving the front ones. Additionally, a trunk is built into the motorcar under the back seats. It has two spare tires on the running boards. A jack and repair kit are in the trunk.

Stanford's motorcar is a slightly older model, putting him into some debt. He has not yet paid it off but has every confidence the motorcar can handle anything the trip might throw at it.

He's not quite correct. The luxury car, though of relatively durable design, has a lower clearance than the trucks and simply cannot always go where they go. The motorcar is also not as well tuned-up and maintained as the trucks, mainly due to Stanford's own laziness and money troubles as of late.

The Keeper can use whatever breakdowns they want for the vehicles over the course of the scenario though overheating radiators, broken or flat tires, and even a broken axle or punctured gas tank are the most likely in the case of driving across the scrublands.

THE GHOST TOWN

Initial Impressions

Harlotville lies in a hollow about 40 feet below the surrounding terrain and is little more than two dirt roads that meet in a T-intersection with a few buildings scattered around them. Investigators most likely approach from the east to begin with. It is somewhat difficult to find and impossible to spot until within a half mile or so.

The town itself has stood strong against the ravages of time thanks to the extremely dry climate of the Plains of San Augustine. All of the buildings, being nearly 100 years old, are in bad shape but intact though some might have pitfalls and dangers.

The ghost town of Harlotville is smaller than you had initially imagined, but in just as terrible shape. If the buildings were once painted, all of that paint has rotted away in the last 75 years, leaving only gray, bleached wood behind. Probably a little more than a dozen buildings are clustered in a t-shape that follows the overgrown dirt streets of the town. Glass remains in few windows, but even more are simply gaping black holes in the front of buildings.

Dominating the village is a large, three-story building where the road intersects the T. Across the street is a two-story building with a sign still nailed to it with the words "Harlotville Hotel" upon it. Further down the street is a solid building with a bell tower. A church? A school?

Wooden sidewalks, hitching posts, and rotten, empty troughs stand in front of most of the buildings. A few old, abandoned wagons lie crumbling in the streets, and the dust is everywhere. The whole place feels like it is watching you. It's almost as if someone or something lurks in the old houses and buildings of the town, waiting for your arrival.

As your vehicles approach the place where the roads intersect, several turkey vultures fly up off the roof of the largest building and take to the sky where they circle ominously above

The wind blows mournfully through the town.

Harlotville Locations

Harlotville is empty and apparently long abandoned. The road is choked with scrub brush and the buildings, though all weathered, remain intact. Most are filled with copious amounts of dirt, debris, and century-old dust. Little glass remains in any of the windows though a few surprisingly still have panes. Most of the buildings are of wood though some are fronted with brick or adobe. There are few houses as most people made their homes in the back of their business or on the floor above. All of the buildings have small, iron woodstoves. There are outhouses scattered around the town.

Most buildings have wooden sidewalks out front and some still have awnings over them.

Locations marked with an asterisk are the lair of zuvembies.

1) General Store/Hardware: This two-story, brick-fronted building once had an awning over the wooden sidewalk that runs along the north side of the street. It collapsed at some point and lies on the planks below, only somewhat blocking the door to the building. The large, arched windows are all broken but the shelves within give mute testimony to this being a general store and hardware.

Items still stand on the shelves within. There are canned goods and jars of preserves though many of them have broken or exploded so long ago there is nothing left but a stain. Most goods and gear are ruined by the long passage of time though something might still be in useable shape. Typically, leather has been gnawed at by rats or mice, metal objects are rusted from long disuse, and other items are also in terrible shape. The store is claustrophobic with narrow aisles and tall shelves. A rusty, pot-bellied stove still filled with ashes stands near the front of the room.

A storeroom filled with more old, ruined equipment and goods is in the back of the building. The door leading out of back is splintered and lies in pieces on the storeroom floor as if some animal smashed through it long ago.

A narrow staircase rises from the storeroom to the few small rooms above, obviously once the quarters of the owner of the place. The rooms appear to be untouched except by time. The stairs enter a living room with table, stove, and cupboards as well as a rocking chair. A door leads to the bedroom. The blanket on the bed is moth eaten, worn, and bloodstained. A ledger is in one drawer, obviously for the store below. The last date is September 20, 1846, noting new supplies just arrived.

2) Freeman's Saloon*: Another two-story building with a false front, the words "Freeman's Saloon" are barely visible on the frontage. The porch roof of this building is still partially intact though it only extends out about a foot. The rest is completely gone. Behind the closed outer doors are a pair of batwing doors that still have some red paint clinging to them. Wide windows bereft of any remaining glass fill most of the front of the building.

The interior is a large room with several tables and a long, roughly made bar. Stairs go up to a balcony above and several doors are visible there. The remains of dozens of bottles, most of them broken and the contents long gone, are behind the bar. A large frame also stands behind the bar though any mirror that might have once been here is missing. The floor of the place is covered in broken glass. An ancient, ornate billiard table four feet across and nearly eight feet long stands near doors that lead to a back room.

A back room looks like it was used for storage, though little of value remains here. A cot is also back here with rotted blankets. The back door is locked and intact.

The three rooms upstairs are rather Spartan with simple beds, wardrobes, dressers, and the like in each room. The sheets in the first room are ripped to pieces as if some animal got into the room at some point. Windows look out the back of the building.

The Saloon and Hotel was originally built by some of the freed slaves brought by Madam Boudreaux and was used by the Africans who inhabited the town as they were not welcome at the other saloon.

A zuvembie lairs here within the thick, hollowed out billiard table. The skeletons of several men are her only company and she exits through a hidden panel in the bottom of the table when she leaves.

The Billiards Table

3) Madam Boudreaux's*: The tallest building in town with three floors, this place looks more like a fine house than a storefront. Large windows are shuttered on each floor and a narrow balcony runs along the second and third floors in the front with doors opening onto it, though it is probably only about five feet deep. There is no sign or indication of the building's use. The Georgian house has high gables and double front doors. A wooden porch also runs along the front.

The interior of the building is dark as the shutters are all closed and some of them nailed shut. There is a round foyer and living room with several hallways off it and a stairway that leads up. An ancient pump organ stands in one room. Thick carpets and heavy, rich drapes are everywhere, as are comfortable couches and chairs. Each private room appears to be a bedroom with luxurious trappings, all suffering from the passing of so many years.

A kitchen and dining room are in the back of the house, with a back door looking out at the well and outhouse. The kitchen is a mess, with something crusted in a large pot. Dishes and plates are here on the table, some still crusted with food. The remains of a broken bottle lies in the dining room.

The zuvembie here hides in the secret room connecting each floor. Its main lair is on the third floor wherein it originally kept several corpses hanging from ropes. The bodies have completely rotted away, however, leaving only dried husks and bones. Bats are also here in great numbers, though no guano.

This building is detailed more fully on pages 26-29 below.

4) Tack and Harness*: The small one-story tack and harness store has no sign but the interior shows what it was used for. Dozens of saddles and other livery are on the various shelves. All of these are ruined from nearly a hundred years in the desert.

A small room in the back was obviously the quarters for the owner and has a narrow bed, table, and a few amenities, most of them completely covered with dust. The back door to this place hangs open.

The zuvembie here lives under the floor. She exits the building via a small, nearly invisible hatch near the back of the building.

5) Livery*: The barely legible sign on this barn reads "Livery" and this building is empty. Wide doors open onto the street with another set opening into the small corral behind the building. Both sets of doors hang ajar.

A half dozen stalls are within, all but one of them empty. Several large bones of a horse are in one of the stalls. Troughs for food and water are also here, though they are worm-eaten and ruined. A broken ladder once led to the loft above though time has left it in pieces on the floor. There is little here of interest. A small, rough room in the back looks like a combination of office and living quarters with cot and blankets, all in good order.

A few thick piles of old rotten hay are all that remains in the loft above. A loft door hangs, still closed and intact, over the main doors to the livery stable.

The zuvembie here lairs in the hay in the loft.

6) Dentist/Barber*: A wide window bereft of glass stands in the front of this single-story shop. There is a barber's chair in the open office and the shelves hold a great deal of broken glass and equipment for both cutting hair and pulling teeth. All the instruments are crude, rusty, or otherwise in terrible shape. There are, surprisingly, no sharp instruments in the room.

The small back room has a table and living quarters. Other ruined supplies remain here as well as doctor's equipment. A bed is here, the rotten sheets thrown to one side. There is also

a small table with a rotten, stuffed raccoon upon it. Several other stuffed and mounted animals are in the room, all ruined by time. More broken bottles, probably once filled with medicine, are one a shelf. All of the sharp implements seem to be gone from the doctor's equipment. The door in the back opens to the area behind the building.

Additionally, a sleeping bag that can't be more than a couple of years old is here, as well as a weathered but still current (circa 1920s) kerosene lantern (with old, sludgy kerosene), and other camping equipment. Paperwork in a knapsack includes the same information Silverberg found about the Army squad that came to the town in 1847 - the last paragraph of HANDOUT 1. Other notes indicate the backpack owner was looking for the remains of Private Thomas Smith.

This is all that remains of a man who spent the night here in 1921 on his way across the Plains of San Augustine. He was murdered by the zuvembie and his body taken away. His name was Samuel Smith and he was listed as missing in 1921. He's assumed (rightly) dead.

The zuvembie lairs in the ceiling above. Smith's desiccated corpse keeps her company.

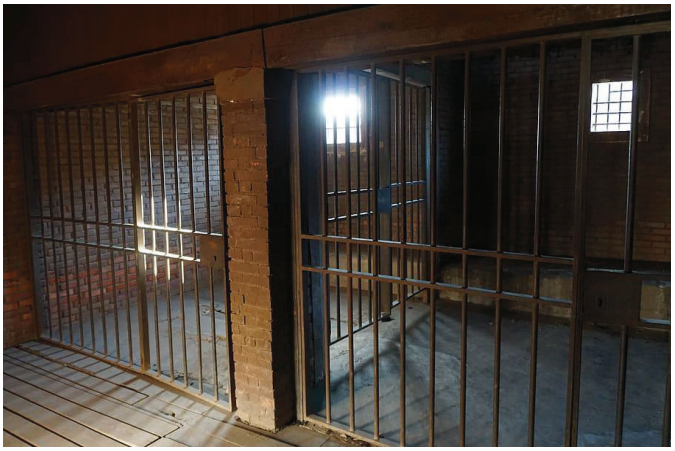
7) Gunsmith*: This building is nearly two stories tall, with a false front and a wide area just under the roof with a room. The false front gives the building the look of a two-story structure, at least from the front. No sign has survived though the building is obviously some kind of shop.

Equipment for the repair and construction of weapons is here, as well as a pair of pistols and two rifles. The pistols are a pair of Colt Walker single-action revolvers. As the Colt Walker revolvers weren't produced until 1847, it's anyone's guess what they're doing here. The rifles are 1840 Springfield muskets, both of them muzzle-loading. None of the guns are in good repair and there is no sign of any gunpowder, shot, or bullets.

The Colt Walker Revolver

A narrow stairway at the back of the building goes to the room upstairs, which is low-roofed and has only a few living accommodations, including a cot stained with blood. Windows look out the front and back of the building only.

The zuvembie that lairs here likes to lie beneath the floor of the second story. The floor is surprisingly thick, made with 12x12s and gives the creature ample space. She exits through panel that leads to the narrow staircase and might trap an investigator upstairs using her darkness, possibly forcing them to flee by flinging themselves out of the windows in the front or back of the room.



The Jail Cells

8) Jail: This solidly-built brick structure still has a sign that reads simply "JAIL" over the door. There are bars on all the windows and the main door is solid though the lock is broken as if great force were applied to it.

The interior of the jail is a single, large room. Towards the front is a desk, an old cot, and two empty gun racks. Three cells stand in the back of the room, one of them holding a skeleton still dressed in ragged clothing and wearing a star on its chest. The keys for the cells are clutched in the skeleton's hand. Seeing the skeleton and realizing the man locked himself into the cell and died there rather than face whatever might be outside requires a Sanity Check (0/1D2).

The town marshal died in probably the safest place in town. The floor of the jail is constructed of solidly placed 2x12 lumber set onto the ground. In his madness at seeing several zuvembies murder the men of the town, he locked himself in the cell and stayed there until he died of thirst.

9) Bank: The front of this single-story building has narrow windows and the entire structure is solidly made of stone and was once covered with stucco which has cracked and broke away years ago. The main doors are very thick and the bolts bent and broken. The windows are too narrow for a person to fit through.

The main room takes up about half the building with a single teller window with bars across it. Bars also protect the back of the bank as well as the large safe that stands there, still closed and locked. A large wooden bar for the main doors leans in one corner of the room.

There is another room in the back with bed and table, as well as several cupboards and a stove. The room has been thrown into chaos with the bed flung to one side and the table tipped over. There are a few bullet holes near the solid back door and bloodstains on the floor near the center of the room.

The safe is rusted shut and must be cut or blown open. A good machine shop could get it open in a few hours. Within are a few bank notes and a good deal of silver coins as well as three or four bags of gold dust. Ledgers locked in the safe indicate most of the money belonged to Madam Caliste Boudreaux. In all, the contents are worth about $500. The safe itself weighs roughly 500 pounds and cannot be easily removed from where it stands.

10) Boarding House: This two-story building was obviously poorly made and leans towards the bank. The sign over the door is barely legible but reads simply "Room and Board." The front door and the back door are both open and damaged as if struck by a great force of some kind.

The building has a small parlor and kitchen on the ground floor. The cupboard drawers in the kitchen have been pulled from their place and cheap rusty silverware and broken crockery lays everywhere. It looks like there was some kind of struggle here with bullet holes evident in the lintel around the back door. Stains on the floor and walls might be blood.

Steps, blocked by a pile of furniture on the landing above, lead up to four small rooms above, each of them with a pair of beds though these rooms have been wrecked as well. Tables and chairs in the small rooms are on their sides and it appears something terrible happened in the place. More bullet holes are evident here, as are stains in the wooden floor and walls.

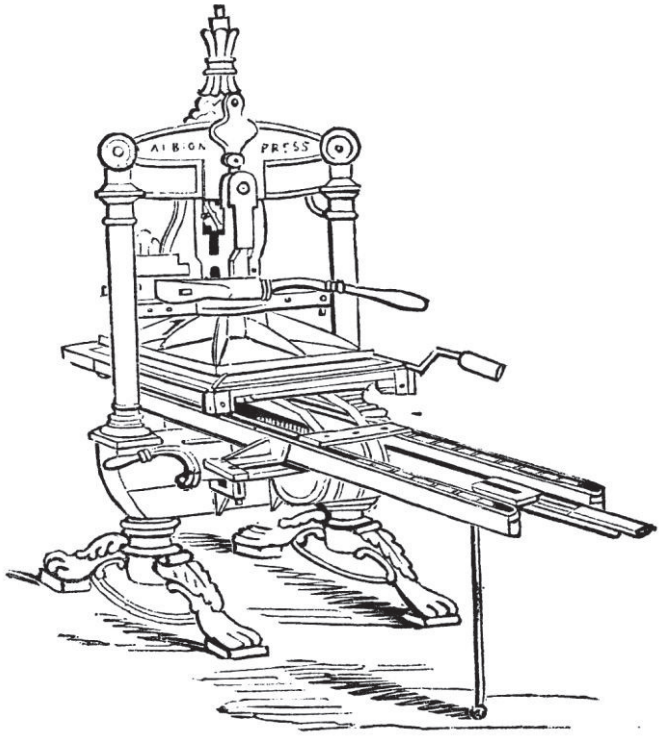
Several men who lived in this building were among the first attacked by the zuvembies and their short-lived zombies the night after all of those in Madam Boudreaux's died.

11) Blacksmith*: The front of this building is open and the anvil within looks like it saw a lot of use once upon a time. There are few tools for smithing here though, as well as a large barrel filled with rusty iron horseshoes. There are no tools made of steel here, nor are there any sharp instruments.

The back room of the place was obviously used for storage or work though it is in a shambles and a complete mess. It looks like some kind of struggle might have taken place here.

Back Room of the Blacksmith

The zuvembie here lairs in a hidden spot behind the main forge where the ashes used to be shoveled until they could be removed all at once.



The Albion Press

12) Undertaker/Newspaper*: The engraved sign over the door here reads "Robert Fine - Undertaker and Editor." The single-story building once had a wide window by the door in the front but the glass is completely gone, leaving only the wooden framework that held the panes in place.

The main room of the building has four, closed, finely-made (if dirty) coffins. Near the back is an area with a desk, writing implements, and a small Albion printing press of all things. Typeset lies scattered all over the floor next to the box that once held it. However, quite a bit of typeset has been set into the press and is still on the machine. Unfortunately, typeset is backwards and reversed, making it hard to read HANDOUT 2, which portrays what the tray with the typeset looks like. If investigators can find something to print it on and some ink, or something they can substitute for either, they can create HANDOUT 3 without too terribly much difficulty.

The dried and desiccated corpse of Robert Fine is in one of the closed coffins. The zuvembie here lairs in the narrow space between ceiling and arched roof of the structure.

13) Harlotville Hotel and Saloon*: The engraved sign over the door of this two-story building reads "Harlotville Hotel." Under it is a small wooden sign that reads "Whites Only." Wooden sidewalks run along the street sides of the structure

and a porch roof leans over the front of the building on both the north and west sides.

Batwing doors in the northwest corner of the building open into a large saloon with several large broken windows and a massive mirror frame over the bar on one side. Several round tables and numerous chairs are also present. The bar must have been quite impressive once though now the bottles are broken and the metal fittings covered in grime. A narrow staircase at the back of the room leads up to a balcony that overlooks the entirety of the saloon.

The rooms on the east side of the building behind the bar were obviously an office and a small kitchen. The office is a mess with the desk there partially collapsed. There is a table in the room as well. The kitchen is likewise in poor repair with storage for silverware and crockery. There are no sharp knives or, indeed, any sharp implements in any of the cupboards or cabinets. The rooms to the south on the ground floor were probably private dining or gaming rooms though there is little in them aside from tables and chairs. These rooms appear to have been mostly untouched through the years.

The second floor has eight rooms, each of them with double bed, wardrobe, dresser, and table, as well as several hooks on the walls. Most of the hotel rooms are a shambles and there are signs of ancient bloodstains as well as numerous bullet holes in the walls and doors. One room's door is shut with a barricade. Sheets are tied together in that same room and hung out the window, as if someone either climbed into the room or out of it.

The zuvembie here lairs in a root cellar under the kitchen of the place, only accessible from a narrow cupboard in the corner of the kitchen.

14) Assayer's Office: Barely legible, the small sign on the front of the one-story building reads "Assayer." The wooden sidewalk and awning are both still intact, though the awning leans down over the door.

The main room of the building looks like an office and still has several wooden filing cabinets with rotting paperwork noting who owns what parcels of land in Harlotville. A small map of the village and the surrounding lands on the wall breaks both into plots. The entire thing covers perhaps 100 square miles around the village.

A tiny, almost closet-sized room in the back is a shambles. A rotten cloth suitcase on the small cot is partially filled with clothing and a few other items. The tiny dresser has been pushed up against the door leading to the office in the front of the building. The back door hangs on a single hinge and the lock there is broken nearly off the door. It was obviously forced.

15) Freight Office*: This one-story building consists of a large northern structure with wide doors and a smaller, connected southern building with a single door on the front. The northern building looks like a small warehouse with the word "Freight" engraved on the sign over the doors. The doors to the warehouse are solid but not locked.

The warehouse has various crates but nothing appears disturbed or valuable. The room is very dark with no windows. A zuvembie lairs in a pile of junk and two empty crates in the back corner of the building.

The small building on the south side is an office. The place is a mess, with wooden filing cabinets, tables, and even a desk pushed up against the large window in the front, creating a makeshift barricade. There are numerous bullet holes in the wood around the windows and the front door literally lies on the floor of the office as if it was smashed down with great force. More bullet holes riddle the door and the doorjamb.

The back room is little better with everything in the room piled up against the back door and window (bed, table, dry sink). That door also appears to have been broken open. There are bloodstains on the floor throughout the place.

The Meeting House

16) Meeting House*: From the outside, this structure appears to be a large school, though it might also have served as a meeting house or, possibly, a church. The shutters are closed on the windows, though many of them have broken slats. The main doors are closed but not locked and the building is, overall, intact

There are numerous benches scattered around the room though no religious signs or sigils. Ropes hang down from several of the rafters of the building though there is nothing tied to the ends of them. The belfry is 20 feet high and reached via a ladder in the front of the building. The large iron bell still hangs here.

The building is solidly built and might even make a good place to hole up if the investigators find themselves without any other options. Of all the buildings in Harlotville, it is the

sturdiest and most likely to survive any sudden attack by the zuvembies or their minions.

The zuvembie here lairs in a niche under the bell tower, hard to see from the floor or from the ladder in the tower itself. She might reach out and try to knock anyone climbing the tower off the ladder or even snatch at their feet or stab at them with a knife as they climb past her.

Emmanuel Smith's Shack

17) Emmanuel Smith's Shack: This small one-story shack was obviously someone's home. Small, rotten totems and dolls hang in the windows and from the front of the house.

There is a bed and table in the one-room house, both untouched, though the single door to the tiny house is open and the lock broken long ago. The wood stove is cold and empty. A two-foot high stone statue stands on a table at the far side of the room, surrounded by the remains of candle holders. The statue depicts a snake with a crescent upon its head. The carving is life-size and posed as if to attack.

Any investigator who searches the room thoroughly finds a small bound manuscript hidden under the mattress of the bed. A quick search and a successful **Spot Hidden** check also finds the book. Any investigator specifically searching the bed finds it automatically. This is HANDOUT 4.

Though the statue of Yig might be of some value, anyone who takes it begins to have dreams of the serpent god and snakes, and loses 1D4 Sanity each night they are in possession of it. Only returning it to the shack or some worshipper of Yig can the curse be lifted. It is detailed below.

18) Warehouse: This old warehouse is solidly made though the main doors are wide open. A single room with a roof some 15 feet above, it was built for use of overflow from the freight office. That plan never came to fruition and was never put into effect. Not much freight moved to or through Harlotville. There is nothing here currently.

The building is solid with narrow windows set high in the walls so it might also be a good place to try to survive a night in the town.

19) Gravesite: Two rough, wood crosses stand over two sunken graves here. Whatever might have been carved on the wood (if anything) has disappeared with time. If the graves are dug up, the skeletons of two men in United States Army uniforms of the mid-19th century are found some six feet under. These are the bodies of Privates William Marshall and Thomas Smith, who died in the town when a squad came through in 1847.

The Wells: Several stone wells are present in the village, all of them apparently crudely constructed. There might have once been wooden tops for them but these are long gone. What is left of wooden structures and the remains of rusty and ruined pulleys stand near the wells and one behind Madam Boudreaux's still has the remains of a roof over it. This is the only well that is shallow as it was built over the natural spring that bubbled up at this lone spot. This well is only about 10 feet deep and still filled with clear water.

The other wells of Harlotville are deep, averaging about 150 feet before they reach water. The inhabitants used long ropes and pulleys to get their water out. Digging the wells themselves was hard work and mostly involved the last of the slave labor of the village.

Most of the wells have collapsed over the years but a few of them might still have fresh water at the bottom though without 150 feet of rope and a bucket, it's very hard to get.

Well Lair*: The well nearest to the livery stable (area 5) is used as a lair by one of the zuvembies. The well appears to be clear though it is very deep. About 30 feet down is a wide crack in the wall that opens up enough for a zuvembie to lair within. There are rough handholds that can be used to climb in and out of the old well. A **Spot Hidden** while looking down into the well notices the strange handholds.

Sealed Well: One of the wells in the town has been sealed with a large rusty piece of metal cut to fit the top and very heavy (SIZ 25). This well is 150 feet deep and still intact. If a bucket is dropped with enough rope, the water brought up smells oily and has a bad taste. If the water is analyzed, it is found to be tainted with crude oil.

Outhouses: Several outhouses stand in Harlotville, some of them in worse shape than others. The one behind the brothel is a two-seater with no privacy. Unused for decades, the pits under these little structures have no smell and are actually fairly benign.

A zuvembie lives in the pit under the southern outhouse behind the boarding house (area 10). She has several skeletons in the hole with her and attacks anyone using the outhouse at the worst possible moment.

THE HORROR UNFOLDS

The Turkey Vultures Circle Overhead in the Day

Setting up Camp

Depending on when they arrive in Harlotville, the investigators have a varied amount of time to set up camp and possibly do some looking around that first day.

Setting up the six tents and getting luggage, gear, and equipment stowed takes about two hours. The tents are large enough for the workers to all bunk together. The investigators should determine who bunks where though Stanford having his own tent is probable, as is Miss Rice, who is the only woman with the group. One tent might be designated for scientific laboratory equipment, leaving a single tent for the other four investigators. However, players should set up however they want. Nobody should be without shelter for the night

Any NPC forced to sleep in the trucks dies overnight to the rattlesnakes that slip into the vehicles in the dark (see Murder Most Foul, pp. 24-25 below). If investigators sleep in the trucks or Stanford's car (a very uncomfortable prospect) any snakes wait until they leave during the commotion of Murder Most Foul to slip into the vehicles after they have left. If they don't leave, they are attacked by the animals.

If they have any time left in the day, investigators can start looking around the site.

The chemist, Dr. Fry, can check the composition of soil from various parts of town, though none of the buildings have basements or root cellars except the Harlotville Hotel and Saloon (area 13). The geologist, Dr. Chambers, might look for specific rock or dirt types that might indicate underground oil. If there's enough daylight, he might also use the torsion balance, magnetometer, or field balance to begin taking readings of the area. Alternately, he might start using the dynamite they brought along and the portable seismograph to start exploring the make of the ground of the area; each of these types of experiments takes a while to set up and prepare however, and he might want to use one of the laborers to help him, especially with the dynamite.

Dr. Silverberg might start his search of the wells in the town, if he so desires, or just get a feel for the place. Miss Rice is available to take or transcribe notes though she is mostly here for Stanford (though their affair is secret). Silverberg might find the depths of the wells daunting though the party has plenty of rope to work with. Stanford, of course, supervises but is otherwise unhelpful.

The NPCs might be assigned to set up camp if the players so desire. They can also be sent for firewood though the wood in the area mostly has to be pulled off one of the buildings of the decrepit town. The cooking supplies listed with the items above includes coffee pot, pots and pans, and a small gas stove to cook on. A campfire isn't necessary for the camp and up to the investigators.

No one can shake the feeling they are being watched and the turkey vultures continue to circle overhead, one occasionally swooping low over the town. There are also a predominance of snakes around the village, including rattlesnakes. Investigators should take care as they move through the scrub brush that seems to grow everywhere. At this point, avoiding them or shooing them away should be good enough.

The First Night

Around dusk, each investigator should make a **Spot Hidden** check. Those who succeed notice a large cloud of bats fly up into the air from east of town. The animals fly through the village the rest of the night and are a nuisance. The feeling of being watched intensifies.

There is no real need to set a watch. Nothing is in the desert save maybe the rare Mexican gray wolf, coyotes, rattlesnakes, lizards, mule deer, white-tailed deer, jackrabbits, and mice. Bears and big cats are restricted to the mountains surrounding the desert and there is little chance of them coming to Harlotville. The expedition did pack two .22 rifles just in case some dangerous wild animal was encountered.

It doesn't really matter if the investigators set a watch or not. Said watchman, if an NPC, falls asleep at his post (and is murdered). If the watcher is an investigator he must first make a **CON** check to stay awake. Even if he doesn't, the zuvembie hypnosis might make him or her the first victim, though this is not advised. The first victim should be an NPC, generally one of the laborers is the best choice.

The Bats Fly at Night

During the night, the zuvembie closest to where the investigators set up their camp leaves her hiding place under cover of darkness and slips into their area. She first quietly punctures the gasoline tanks of their vehicles and tears wires from their motorcar engines. She then empties the spare petrol cans and calls for her servants, the rattlesnakes, to inhabit the vehicles and kill those who try to use them.

Finally, she uses her powers and sweet, eerie whistling to hypnotize either the person on watch or one of the other sleeping NPCs, murdering him and then sending him back to kill as many of the others as he can.

Zuvembie Dreams

The zuvembies sometimes unintentionally project themselves into the dreams of those who sleep near them. The creatures project their spirit into the dreams of those nearby, though the investigators should never actually learn this.

Investigators may each make a **POW** check. Those who succeed are not bothered by the visions the zuvembies project. Those who fail have terrible dreams of the creatures. These checks might be made secretly by the Keeper if they want to keep the players a little more in the dark.

The dreams start normally enough but generally follow the investigator arriving in the area of the zuvembies, in this case Harlotville, and possibly what happened to them just before they went to sleep. This portion of the dream should end with the investigator seeing themselves sleeping or a view of the place they sleep. This might be as detailed or fanciful as the Keeper wants.

The dream changes shortly after this, focusing vaguely on the lair of a zuvembie, in this case whichever one is nearest to the investigators' camp. The investigator should get a general sense of the space the creature inhabits, though it should only be vague (high above the floor, claustrophobic, or the like) and possibly some indication of what is about (broken items, bones, or hanging, suggestive shapes maybe).

Finally, the dream changes to where the investigator lies once again, sleeping. But something is nearby. It's a horrible, crouched shape, bent and misshapen, that is never fully visible in the light. Only the dim, yellow blur of a face is visible, though it seems to stare at the dreamer. Is the investigator awake or asleep at this point? It's hard to tell.

All of the investigators should not have the same dream though if several of them fail their **POW** check, they might each have bits of the same dream they can piece together later.

Those who have the dream or any portion of it must make a Sanity Check (1D3/1D6).

Murder Most Foul

It's around 2 a.m., when the zuvembie uses her voice and whistling to hypnotize someone who is sleeping in the campsite. If an NPC is on watch, he falls asleep and is slain and sent back. If it is one of the investigators, he might hear the strange, eerie whistling on the wind though he shouldn't see one of the laborers leave their tent and walk to the nearby zuvembie. She murders her victim with an old, rusty knife, stabbing him in the chest. He dies in agony and terror as the horror stabs him with one hand while holding her other foul hand over his mouth and nose.

Investigators might hear the eerie whistling if they succeed at a **Hard Listen** check. Those who had the dream should awaken from it and be unsure if they are still dreaming or not. Whether they investigate or not is up to them. Those who hear the whistling might be paralyzed with fear as well (see below).

In any case, the zuvembie sends her short-lived zombie back to the camp, this time to kill one of the investigators. The walking corpse, his shirt now covered with blood, has an old, rusty butcher knife and attempts to stab whichever member of the party the Keeper wants. Stanford is a good first choice. The zuvembie hides in the shadow of a nearby building but quickly returns to her lair for now.

The zombie should be relatively hard to kill as piercing weapons do little harm to it. Unlike zombies presented in the Keeper's Rulebook, this creature is fresh but only lasts a few minutes at most, until its flesh is cold. After that, it reverts to a normal dead body.

Those investigators who examine the body after it is destroyed find with a **First Aid** or **Medicine** check that the man must have been dead before he attempted to murder someone else. There are wounds to the chest that were there before any injury caused by a fight with the investigators. Knowledge that the man must have been dead but was still walking around requires a Sanity Check (0/1D8).

Western Diamondback Rattlesnake

If any of the laborers learn of this, they panic. Angel Gazolas, or one of the other laborers if Angel is dead, flees to one of the trucks, leaping into the cab unless stopped. He is attacked by several rattlesnakes, which are in both the trucks and the motorcar, and shrieks as they bite him. He flees from the truck, having been bitten on the right hand and the thigh. The rattling of the snakes can now be heard from the truck and the stink of petrol lingers around both them and Stanford's

motorcar. It should seem very dangerous to everyone to get near any of the vehicles. Anyone who makes a **Natural World** or **Science (Biology)** finds it odd the snakes didn't rattle before they attacked.

Angel swoons, his right hand and thigh both swelling up. Rattlesnake poison takes some time to act and the Keeper can either make his **Extreme CON** checks (with a penalty die for two bites) or simply decide he failed them. A successful combined **Luck** and **Medicine** check on the man halves the 2D10 damage he takes in the next 6 to 24 hours, as well as reducing the symptoms of the venom: vomiting, violent spasms, and yellowish vision. This could potentially save the man's life though he is unable to effectively move for several days.

When the other laborers see this, they panic and flee on foot unless the investigators stop them. This is no easy feat but should be left to the imagination of the investigators. If the guns are fired into the air, that will keep the men in line for now. Harsh words might also do it. It requires a **Hard Charm**, **Fast-Talk**, or **Persuade** to get the workers to stay. Normal **Intimidation** works as well.

The feeling of being watched intensifies. Scores of bats wheel madly in the dark sky above. Somewhere in the distance, a coyote howls mournfully. Without the vehicles, it could take days to get out of the area, especially with a dying man.

Night on the Plains

Fight or Flight

It's up to the investigators what they do now. It's the middle of the night and the vehicles are all incapable of running. Without the proper tools, they cannot be repaired. Even if they were repaired, there's no fuel for them. Unless they're willing to walk, they're stuck in the town.

If they stay, they are not accosted again that night unless all of them go back to sleep. In that case, the nearest zuvembie enters the camp in a similar fashion. This second time, she kills one of the guards or a sleeping person with a hatchet and gives it to the zombie she creates with orders to kill others. The Keeper might have the victim cry out, waking the others in this case. They won't catch the zuvembie, but are alerted that another person has died and is coming for them

If they set guards or more than one person stays awake, the camp is left alone. The zuvembie prefers to strike with stealth and guile and, though it doesn't think like a person, it is cunning. It does not attack more people than it might be able to handle. The zuvembie also understand what guns are and disposes of any she finds if she can.

Setting a trap for the creature should likewise prove ineffective unless it is extremely clever. The zuvembies are not stupid and won't fall for traps that animals might be tricked by.

Alternately, the zuvembie might send one of her minions after the investigators. In this case, a coyote or wolf enters the camp and attacks an investigator or a snake might slip into an investigator's tent, especially if they are alone. They might hear the nearby cooing of pigeons that have, for some reason, crept close to the tents under cover of darkness, not something that occurs naturally.

In any case, the bats continue to wheel around the camp throughout the night. Their squeaks and their occasional perching on the tents might keep investigators awake.

If the investigators flee into the desert that night, perhaps hoping to navigate by the stars, each of them can make a **Navigate** roll. Success indicates they find their way back to Magdalene in the nearby mountains. If everyone fails, they wander for hours and, just as the sun rises (behind them?) they spot the village of Harlotville in the distance ahead. They have walked in a large circle, lost, and returned to where they started. Or perhaps something more sinister is at work.

Trekking through the hot summer badlands in the daylight without adequate water supply is suicide.

Staying in Harlotville

Stanford should want to stay in Harlotville until they find definitive proof of oil there. Searching the town thoroughly is one way to accomplish this. The others might want to find whoever attacked and killed one or more of their number the night before.

Though zuvembies don't care for daylight, they aren't completely inactive during the day and can use their hypnotism or darkness powers to either control or attempt to frighten away interlopers. The creatures hide themselves in various lairs in buildings around the town. The walls of the buildings, for the most part, are too thin for zuvembies to hide in. However, the creatures have other places.

They do not go out in the daylight if they can help it. They are also adverse to directly facing anyone not under their control though they might use their powers to approach someone in the dark and either kill them or control them. They use various dangerous animals to defend themselves, the rattlesnakes being the most common in the dark places where the zuvembies hide themselves.

A few locations are important for the investigators to search and have clues as to what has happened in Harlotville, including Madam Boudreaux's (area 3), the Dentist/Barber

(area 6), the undertaker/newspaper (area 12), and Emmanuel Smith's Shack (area 17).

The wells are also an important place to search for oil, especially the covered well. Other areas that have little information but might be investigated for something about the oil include the jail (area 8) and the assayer's office (area 14). Neither place has any valuable information.

Strange Occurrences

While the investigators are searching Harlotville for signs of oil or trying to learn what might have happened the first night, strange things continue to occur all around them. The Keeper is encouraged to play up the creepiness of the town, even in those places where there are no zuvembies present. A few strange things in the town are listed here though the Keeper might come up with some even stranger ones on their own.

Here are some examples:

- Turkey vultures roost on nearby buildings or even on the ground, seemingly watching the investigators.
- Pigeons cluster oddly on a certain building or atop one of the wells or outhouses in the village. Their cooing is incessant.
- Bats might fly out of any of the buildings the investigators enter, particularly Madame Boudreaux's, though they might be anywhere.
- Scratching noises come from the other side of a wall, but nothing is there when they investigate. A mouse?
- A board creaks in an upper part of a building though nothing is there.
- Dust has been swept from a room or a hallway in one of the buildings. This obviously happened recently. Why? This is especially useful near the hideaways of one of the zuvembies, but might occur in other places in the village.
- A crash comes from another room of a structure. Something fell while the investigator was in the building. Was it dropped on purpose or did the investigator's presence in the building cause it?
- The prints of small, narrow, bare feet are found.
- A room is filled with pigeons or turkey vultures in one of the buildings. The animals came in through a broken window or a door that was ajar, but don't disperse, merely staring at investigators who enter the room, seeming to watch their every step.
- A door that was open is now closed or vice versa. It might have been the wind or something else.
- Signs of scratches or marks on a wall, floor, or even ceiling. The marks look to be made by something as large as a man. They look fresh.
- Old bloodstains in buildings not in the descriptions above. They should be splattered on the floor, walls, and possibly ceiling. Someone died violently in the place.
- The feeling of being watched might intensify as the hairs on the back of the neck of an investigator suddenly stand straight up. This might be mere paranoia or they might be under observation of something unnatural.
- Buildings might have odd odors, either of ancient rot or even stale perfume.
- A face appears at a window, prompting a Sanity Check from the investigator who sees it (1D3/1D10). Entering the building finds nothing in the room where the face was seen, but the dust here has been swept clean or there are the prints of bare feet.
- A strange whistling and piping from one of the other buildings in the town. This is particularly likely if the investigator is alone and away from others.

A few strange things specific to the brothel are noted below.

Any investigator entering any of the lairs of the zuvembies might find themself stalked by one of the horrible creatures. This includes making noises just loud enough for the investigator to hear or using their version of the Dampen Light spell. They might also try to hypnotize an investigator in order to paralyze them, often letting the hypnotism drop at the last second before killing them, and then sending them out after their companions. The creatures especially like to deal with people either alone or already subject to their hypnotism, using darkness to cover themselves. They are cowardly but clever and know the village like the back of their hand.

If any of the laborers are still with the party, aside from any bitten by a rattlesnake, they can also search the village though if they go alone, they should run afoul of a zuvembie who kills them and sends them to kill others with whatever weapon she has available. This could lead to clues as to where the dead man came from with **Track** (possibly with a bonus die to follow the blood trail) which leads back to one of the buildings where the zuvembies hide during the day. Seeing one of these obvious dead men walking requires a Sanity Check (0/1D8).

The Brothel

Certain clues should eventually lead the investigators to the Madam Boudreaux's brothel, the largest building in town. Both the newspaper articles and Emmanuel Smith's Diary seem to indicate the trouble in Harlotville originated in the brothel and, as the largest building in the ghost town, it is given more detail here. Investigators should be led to suspect that the horror is solely centered in this building and they are not entirely incorrect.

The windows of the brothel are shuttered and closed. Large double doors that open from the wooden sidewalk into the foyer are not locked, nor is the back door. Dust is present but

large areas seem to have been seemingly swept clean throughout the house.

Bats might be a problem for investigators and the first one to open the double doors might be swarmed by the animals requiring a Sanity Check (0/1) for the startling experience. Though dozens of bats might fly out of the building when the doors are first opened, astute investigators notice little or no guano on the floor. There is no easy way to explain this.

Areas in the house include:

Ground Floor

1) Foyer: This wide, round room goes all the way up to the ceiling of the third floor. A narrow but impressive staircase climbs to the second and third floors. There are rich drapes on the walls and paintings of naked women. Archways to the left and right lead to what were once richly appointed rooms while a wide hallway leads directly back into the house. A thick rug covers most of the floor of the room. A chandelier covered in dust and cobwebs hangs on a long chain, suspended just above the second floor landing.

Though this high-ceilinged room was once polished and lovely, the years have taken their toll. The draperies and paintings are caked with dust and grime. The stairs now creak ominously when walked upon, though they are solid aside from the railings, which cannot stand any pressure and shatters if much weight is put against or upon it, possibly flinging an investigator down the three-story shaft to crash to the floor below. Even the chandelier is no longer stable and any weight added to the device pulls it free of its housing on the ceiling high above to crash to the floor below.

The ground floor shutters of the foyer are nailed shut. The second and third floor windows, which open out onto the balcony with French doors, are closed and shuttered, but not locked or nailed in place.

2) Bar: This dusty room has a long bar and numerous tall seats, most of them toppled or in disarray. The bottles behind the bar are mostly broken though a few empty ones remain intact. The plush rug is faded and the place has a sour smell. More drapes and paintings adorn the walls, all of them ruined by the years.

The windows that once looked out onto the street have been shuttered and most of the glass is broken. The shutters are nailed shut but are fragile enough to easily break open. There are signs of a fight in the room as well, with old bloodstains on the carpet and bar.

3) Parlor: A neat and prim little parlor with several cushioned chairs and two love seats stands on this side of the foyer. More dusty drapes and paintings line the walls of the room. The place has the look of a long-abandoned parlor or sitting room. An old, dusty pump organ with a large box atop it stands here as well.

The pump organ is tall and dirty, made originally of some kind of dark wood. It no longer plays as the bellows have rotted to nothing over time. The pipes are still good and the keys move, but no music issues forth.

The box atop it is a music box, about two feet across, and very heavy. Though covered in dust, it is not as caked as the pump organ. It is decorated with pictures of people going about daily, small-town lives. The music box still works, surprisingly. There is a crank shaped like a bird on the side but if the box is opened, it is found to already be wound up and plays a strange, discordant melody. The Keeper might want to find "Gone Beyond" by Kevin MacLeod online.

The Music Box

4) Brothel Rooms: Each of these six rooms has a double bed, night table, pitcher and bowl, and chamberpot. They are well appointed with draperies and paintings. The bedsheets in four of the rooms are covered in bloodstains and have been ripped, apparently by some kind of animal. Shutters on the windows are latched but not nailed.

These were the rooms used by the harlots of the brothel to meet with their customers when the building was in use. The rooms with the stains were those that were inhabited the night the harlots were changed into zuvembies and started killing everyone.

5) Storage: These two rooms were used for storage and still have a great deal of rotting linens on shelves and other items. The eastern room also has tubs that were, at one time, taken outside or into the kitchen to do the laundry. Each room also has a rough cot used for the servants who worked at the brothel. One of the cots is bloodstained.

These rooms are extremely dark, having no exterior windows.

6) Dining Room: This room connects to both the kitchen and the hallway. Within is a large dining table, covered in dust, with several chairs, most of them overturned. A china cabinet, the glass long ago shattered, is in the inner corner of the room. Most of the china has fallen out of the upper part while the

lower doors remain closed. The windows are shuttered but not nailed shut though all of the glass is long gone.

The remains of plates covered in some kind of grime is here at a few of the settings. The remains of a shattered liquor bottle are also on the table.

7) Kitchen: The back of the brothel holds a large kitchen. A fireplace dominates the northeastern corner and cupboards and counters line the walls. A heavily made butcher table and a smaller kitchen table also stand here. A large pot has fallen from rusted chains over the ashes of the long-lost fire.

The remains of blackened food coat the ancient pot in the fireplace and a few dirty dishes and glasses still stand on the table, almost as if a meal were interrupted. Bloodstains mare the dirty floor. The windows are shuttered but not nailed shut.

Second Floor

The Brothel Rooms

8) Brothel Rooms: Each of these 13 rooms has a comfortable bed, plush drapes and paintings, a small night table, pitcher and bowl, and chamber pot. These were primarily used by the prostitutes and their gentlemen. These rooms have seen better days and are dusty and dirty. Two of the rooms have bloodstained sheets. The windows of all the rooms have closed shutters though they are merely latched.

Like the rooms on the first floor, some of these rooms were inhabited when the women of the brothel became zuvembies. Those men either succumbed to the zuvembie hypnotism and were murdered or were killed by the zombies the zuvembies sent to kill others in the building on that fateful night.

9) Storage: Each of these dark interior rooms was used for storage of linens and other necessary items on numerous shelves. Each has a single cot used by servants to the brothel.

Third Floor

10) Private rooms: The rooms of the third floor were the private rooms of the harlots. Each has two comfortable single beds, table, small wardrobe, pitcher and bowl, and chamber pot as well as a few personal effects. Each room is a mess and terribly dirty. The shutters of the rooms are closed and latched. All of them have personal items that belonged to the harlots: clothing, necklaces, combs, jewelry, and the like.

11) Madam Boudreaux's Parlor: One of two rooms used by Madam Boudreaux, this eastern room is decorated as a small sitting room with plush couch, chair, and small table. A tiny desk and ladder-back chair stand in one corner and the room is rather crowded. Shutters are closed over the window which looks over the back wing of the house. Draperies and paintings of landscapes are on the walls though everything in the room is caked in dust.

In the drawer of the desk are a ledger and a journal. Madam Boudreaux had neat handwriting.

The journal entries of Madam Caliste Boudreaux seem to indicate she was a fair and just brothel madam. Some information here regales the reader with tales of her history as a madam in a brothel in New Orleans from 1812 to 1825 though it is of historical interest only. Her debts and certain rivalries with other brothels and certain other "dark personages" whom she does not name indicate why she left Louisiana. There is also mention of a certain "Andre" who she loved. She feared their relationship becoming public, which would cause a great scandal.

The background from Keeper's Information is here about the trip to Harlotville and building the town, though it is quite scant. There is one vague note about a well that was dug near the meeting house that proved tainted and was later sealed up.

Some parts of the journal are disturbing and describe how Madam Boudreaux chose women to be part of the brothel. It includes certain information indicating she practiced voodoo, which was taught her by her slave Emmanuel Smith. The girls who were willing to dance in the Black Ceremony were all admitted to the brothel. There is little to indicate what the Black Ceremony was though only those women who danced it might join. It also notes the location of Emmanuel Smith's house. The final entry is dated September 19, 1846, and only relates she had to reprimand Emmanuel Smith, who she writes needed to act more like a gentleman instead of harassing Tillie Fitzgerald, one of the newer girls.

The ledger seems to indicate the brothel was doing quite well, as was the entire town thanks to Madam Boudreaux and her women.

12) Madam Boudreaux's Room: The western room of Madam Boudreaux's suite has a large bed, nightstand, wardrobe, dresser, and vanity, all tightly packed into the small room. Windows look out over the back wing of the building and over the eves of Freeman's Saloon next door. Shutters are closed and latched on the windows. The room is decorated with more paintings of landscapes and a painting of a beautiful white woman and a handsome black man in a fine suit. There is no indication of who they might be.

Players might correctly guess the painting is of the mysterious "Andre" and Madam Boudreaux though it takes a great deal of research in New Orleans to uncover Andre Kincaid, a respectable black freeman who lived in New Orleans in the 1820s and owned several businesses. He was a respected man in the city despite his race and any close association between him and Madam Boudreaux would have been scandalous for both of them. Perhaps said scandal was just another reason for the woman to leave New Orleans and head west. This information goes far beyond the scope of the scenario, though it might prove a link to other scenarios.

Additionally, there are several items that could be linked to voodoo in one of the vanity drawers, including three gris-gris amulents, an ouanga charm filled with poisonous roots, a dozen or so coffin nails, a strange-looking cloth doll, several long pins, black candles, and the like. Finally, one large, crudely-made wooden doll has dozens of pins sticking into its chest.

The Wooden Doll

13) Storage: These two small interior rooms were used for general storage of linens and other items. There is nothing of interest here and, unlike the lower floors, no cots for servants. The items in the rooms also include some old furniture and the remains of the original wagon that brought the harlots here.

14) Secret Passages: Madam Boudreaux's was built with a secret passage to allow the women of the house to quickly move from one floor to the next if need be. Hidden doors are concealed behind wood paneling and drapes on each floor and the rooms are all connected by a very tight spiral staircase of stout construction. This is the room where the zuvembies all hid before wiping out all of the men in town and is now the lair of the zuvembie of the house (Caliste Boudreaux). She can easily get to any floor and move about the house at her leisure. She uses her *Dampen Light* ability if investigators get close to figuring out where the passage or concealed doors might be.

Secret doors lie in the hallway of each floor as well as in the parlor, one of the brothel rooms, and one of the harlot's rooms on the third floor. They are well-hidden and can only be found if the area is specifically searched and a successful **Spot Hidden** roll is made. Each door is marked with an "S."

Moving through these rooms is difficult as there are two to four bodies hanging from the walls on each floor of the secret passage, some of them off the spiral steps. The bodies are desiccated and little more than skin, sinew, and bone. They are the remains of the men the zuvembies killed back in 1846, saved as terrible trophies. Most are on the third floor. Seeing this horrible tableau requires a Sanity Check (1D4/1D8).

Things in the House

The zuvembie here, driven by her need to create terror in those around her, might do a few things to give herself away if anyone enters the building. Strange Occurrences on p. 26 above might be used while the investigators are here.

If investigators are in the house at some point, they might hear the music box start playing in the parlor downstairs. If they investigate, they find that the box is continuing to play and was recently opened.

Madam Boudreaux uses the secret doors and panels to best effect and might seem to be in several places at once. She has a penchant for closing the front door if it is left open. Investigators might hear footsteps or creaking boards above, only to hear something below once they investigate. She might also make noises in other portions of the house to draw curious investigators away from her lair.

She makes best use of her *Dampen Light* ability in the already-darkened building, doing her best to terrorize and frighten a potential victim before finally moving in for the kill or using her powers to paralyze them. If that fails, she might try to kill a single person in the house though she always retreats from superior numbers, biding her time. She has plenty of time.

Misleading the Players

Part of the point of the scenario is deception and misleading the players. The newspaper article found in the funeral parlor/newspaper office is vague and seems to point the

accusing finger at Emmanuel Smith. His own diary should lead investigators to assume the poisoned Tillie Fitzgerald is the horrible creature that is stalking them. Nothing actually tells the truth that all of the women of the brothel succumbed to the horrible spell. The investigators should find this out for themselves, preferably at the worst possible moment.

At first and for a good portion of the scenario, the zuvembies should not even be seen. The creatures know the danger bullets possess for them and so use their short-lived zombies or animals to do most of their fighting, only attacking in the dark or if their victim is hypnotized or paralyzed. They do not reveal themselves unless they are caught in their lairs, something that should be difficult.

If their lairs are found out, the creatures might even play possum at first, posing as a dead body until they are accosted or have the upper hand. As their *Dampen Light* spell is more of an innate ability, they use it as they can to either frighten off those who come near, plunge them into darkness so they can stalk them, or cover their escape. They are able to remove the darkness they create quickly.

The Keeper should keep the number of zuvembies in the village a secret for as long as possible, perhaps even encouraging the players to think a single creature is able to move from place to place either very quickly or by magic. Though the zuvembies don't really work together, more than one of them should not be seen at a time. Their clothing, though once unique, is now little more than gray, dirty rags, similar enough to be unremarkable. Their sickly yellow faces and disgusting gray hair is the same. If more than one of the creatures is prowling around, it should be easy enough for the Keeper to make it seem like there is only one.

If a zuvembie is found out or destroyed, the players should feel like they've actually beaten the scenario and can go along with finding their oil. It should be several hours before another zuvembie, or more than one, begins to prey upon them when they might realize they have not yet stopped the evil that infests Harlotville. It might even come down to several or all of the zuvembies coming at the investigators with weapons before they realize what actually happened in the town.

The Second Night

If the investigators stay more than one night, they might be in trouble. More zuvembies "awaken" from their long hibernation. It is up to the Keeper which of the things attack depending upon the investigator's actions. Most likely, those whose lairs are nearest the still-remaining camp are the ones that sense the investigators and decide to kill them.

If they have dealt with any of the zuvembies and think they are finished with the creatures in the village, dropping their guard and quietly going back to work, only a few of the things attack that night - between two and four of the zuvembies use their powers of hypnotism to entrance several NPCs if they are still around and send them to kill the still-living investigators.

If all of the NPCs have fled or are dead, only one or two of the creatures initially attack, though the others skulking in the shadows might seen only enough to scare the investigators or frighten them off. The creatures might send more snakes or other animals of the night into the camp, or wherever investigators are, to drive them out into the open and kill them.

If the investigators have killed none of the creatures or are on their guard that next night, more of the remaining zuvembies attack their encampment. The creatures do not work together but do their best to entrance sleeping members and/or send poisonous snakes amongst the investigators, hoping to drive them out of wherever they may be hiding and separate them. The zuvembies are cunning, if not terribly smart, and won't risk themselves if they don't have to.

If the investigators flee the village, the creatures do not follow. However, if investigators fail their **Navigation** rolls, they either walk in a circle or end up lost on the Plains of San Augustine and die there.

If investigators thought there was only one of the creatures, the sight of several of them is grounds for another Sanity Check (1D4/1D12).

Remaining in Harlotville

If investigators stay past the second night and any zuvembies still 'live,' the creatures act more cautiously, especially if any number of them have been killed. It is possible the remaining zuvembies lay low for a night or two and then again prey upon the group, trying to hypnotize those sleeping or awake, murdering them, and sending them to do their dirty work.

If investigators manage to destroy all of the zuvembies (which should be difficult), they are free to finish up the job at their leisure. There is oil in the vicinity, though it is quite deep and there actually isn't very much of it, though this is impossible to tell with what little equipment they have at hand.

In this case, the investigators can do their research and return to Laramie, Wyoming, without further incident. Of course, if they burned down the entire village, the smoke can be seen for miles and someone comes to investigate.

Denouement

The players should give a brief synopsis of what their investigators do after fleeing or leaving Harlotville. Depending on how things work out, the police are probably involved. After all, at least one of the laborers is dead at the very least and another probably needs to be taken to a hospital.

There is no state police force in New Mexico, but the sheriffs of either Canton or Socorro Counties can be contacted about the strange death that occurred in the ghost town. If the investigators don't have a convincing story, this might lead to arrests or incarceration, or possibly visits to a sanitarium or by an alienist, depending on the stories they're telling.

Reporting people missing on the Plains of San Augustine launches an immediate manhunt of the area by both civilians and law enforcement in both counties. A man can quickly succumb to the extreme heat of the plains in the summer. Two biplanes fly down to Socorro from the Albuquerque Airport to aid in the search, flying across the badlands and signaling with flare guns if they spot anyone so that searchers in motorcars can rescue them. Investigators lost in the desert or still in Harlotville can make a **Luck** check to see if they are found. Those wandering the desert might still be rescued on a failed **Luck** check but they are severely dehydrated and hospitalized for some time. Investigators still in Harlotville who fail **Luck** checks mean the search doesn't reach them until after nightfall and the zuvembies snatch them.

Any laborers who fled from Harlotville can also make a **Luck** check to see if they make it out of the desert alive. Those who fail are simply never seen again, having either wandered back to Harlotville after dark to fall prey to the zuvembies or succumbing to heat stroke and dehydration in the plains.

Any bodies left behind by the investigators may be found at the whim of the Keeper. Investigators who died in any of the buildings have their bodies taken by the zuvembies to add to their horrible collections. Those left in the camp or buried may be taken by zuvembies, depending on what is more disturbing.

Investigators who return to the site alone, perhaps in the hopes of burning the whole town down, should simply vanish, never to be seen again, having fallen prey to either the zuvembies or the animals they control. Likewise, any fires set in any of the buildings and left are put out. Only huge fires that engulf the entire building can succeed and even then, the zuvembies flee into the plains in search of a cave or other shelter to continue their horrible existences.

Even if they return to Laramie, Wyoming, with findings of oil, when the company sends a legitimate team to survey the area, they soon find the oil is both low-quality and only in trace amounts under the Plains of San Augustine. This is not a place that can be profitably drilled. Add to that the pushback from cattle ranchers who use the area for their drives to Magdalena, and the spot looks less and less profitable. Midwest Refining Company and Standard Oil both decide to pass on what little oil there might be here.

Stanford has a lot to answer for, regardless of what happens. He took employees and supplies from the Laramie Refinery without authorization or permission. If he had found a big strike, it might have been forgiven, but as he found nothing and several people possibly died, he is probably fired if not brought up on criminal charges. Add that to his debt and the possibility of his wife finding out about his affair with Amanda Rice (if she survives) and his life is looking very bleak. He should certainly lose his job in 1932 if he doesn't get fired immediately. He had a lot riding on this expedition.

The Laramie, Wyoming, plant closes in 1932. The investigators may find other jobs at Standard Oil, possibly being transferred to other refineries or even leaving the company altogether, though that is up to the players to decide.

Sanity Rewards

Investigators who survive the zuvembies should be granted the following Sanity Points:

For every worker who didn't die or flee	1
For every worker who dies or disappears	-2
Destruction of a zuvembie	1D10
Destruction of ALL zuvembies	3D10
Locating oil for certain	1D4

AFTERWORD/PLAYTEST NOTES

I first discovered Robert E. Howard's "Pigeons from Hell" in a used paperback entitled Cthulhu: The Mythos and Kindred Horrors, a collection of several of Howard's weird tales. The entire book was excellent and I enjoyed Howard's writing immensely. Unlike Lovecraft, Howard's main characters were usually strong men who were quick with a pistol or a fist. His style was action and adventure, but his horror showed that even the toughest of men could be affected by terrible things.

Of that book of stories, the zuvembies struck me as one of the most terrifying and, as I wrote in the Forward, the story itself felt like someone recounting a tabletop tale. There was terror and horror, action, and even a mystery to solve, though

that turns out much differently from what our protagonists think. One of the characters even forms a plan that ends up winning the day in the end.

However, there was no zuvembies in any Call of Cthulhu book I could find. Perhaps I missed them but there was nothing like the creatures Robert E. Howard described in any Call of Cthulhu product. And I have a lot of products by Chaosium and other companies.

It was a bit of a disappointment. I wanted to use this terrifying creature in one of my games.

In 2013, I started to attend meetings of the Nerd Network, a club at Appalachian State University in Boone, NC. I was looking for players and soon found them. I also stayed involved in the group and, when I learned there was a convention in the Spring of 2014 put on by the club and it had a tabletop room, I decided to run Call of Cthulhu.

The zuvembie was a perfect fit and a little research had me following up on the oil industry of the 1920s. With a little misinformation about the Midwest Refining Company (which I corrected for this published scenario), I was ready. The scenario was nine pages long and described the town of Harlotville, New Mexico. Inhabitants: zuvembies.

I ran for a few of my regular players and a few new people. The zuvembies were ready for them.

After the investigators entered town and set up camp, they left one of the laborers on watch. He was made quick work of by the zuvembie, and the zombie she created sent to Sanford's tent. After a brief fight which concluded with Gutierrez, convinced the man had been possessed, chopping off his head with a shovel as the other men held him down, most of the party couldn't get to sleep that night. They also couldn't escape. One of the laborers had been snake bit and the rest fled when they learned the motorcars were disabled.

The investigators split up the next day. Dr. Silverberg took plenty of photographs of the wells. Gutierrez found the backpack in the dentist's office. A few others found oil in the old sealed well later in the day. Curious about the newspaper office, Gutierrez investigated the press and got Dr. Fry to make him some ink. Using some canvas from Stanford's wrecked tent, he printed out the last issue of the Harlotville Herald.

Dr. Silverberg had gone back into the brothel alone to use one of the storage rooms as a darkroom. He heard someone scratching on the walls and was then terrified to hear the door to the room in open. He fought a brief skirmish in the dark against someone there before fleeing and finding the others to tell them what had happened.

Gutierrez, convinced it was the voodoo man in the brothel, insisted they kill him. He entered the brothel with Dr. Silverberg, Dr. Chambers, and Miss Rice,. Stanford waited by the front door but once he heard fighting and then screaming, he fled.

Their fight with the zuvembie went poorly. In the darkness, Gutierrez was stabbed and knocked unconscious. Dr. Chambers was hypnotized and disappeared into the darkness, only to return, his head cleft by a hatchet, to attack them. At that point Dr. Silverberg managed to get hold of Gutierrez's foot and drag him out, fleeing while Miss Rice, having gone temporarily insane and laughing hysterically, actually held her own against the Chambers zombie for a short time.

As Silverberg fled down the street carrying Gutierrez's body, he heard her laughter turn into a scream of terror. He ran faster.

He returned to the camp to find Stanford packing supplies for the walk across the desert. Ignoring him, Fry grabbed a jug of water and ran into the wastes. The rest followed him but soon lost him as they were slowed carrying the wounded.

The small group crossed the desert and arrived at Datil the next morning where they called the police. A hearse was sent to take Gutierrez to the hospital.

Dr. Fry, alone, had gotten lost in the desert and returned to Harlotville. Consigning himself to his fate, he waited for death until he heard the sound of an engine. A biplane flew over and he signaled it. A flare was fired from the airplane and it flew off. The police soon arrived to take him to safety.

Their pleas to police about the thing in the brothel fell on deaf ears, and the bodies of Dr. Chambers and Miss Rice were not found in the abandoned building. In the end, it was thought someone had been in the town with them. Two of the laborers managed to make it out of the desert alive and Gutierrez survived his terrible belly wound.

"The Harlotville Horror" was on my short list for scenarios to clean up and submit to the Miskatonic Repository. Unfortunately, the zuvembie was not in the public domain so far as I knew. A little research found "Pigeons from Hell" had been published by Dark Horse Comics some years ago. I contacted them and they were able to help me get in touch with the Robert E. Howard Estate. I pitched my idea and they were happy to let me use the zuvembies from "Pigeons from Hell." Hopefully I've done the creature and Mr. Howard's writing credit with this humble little scenario.

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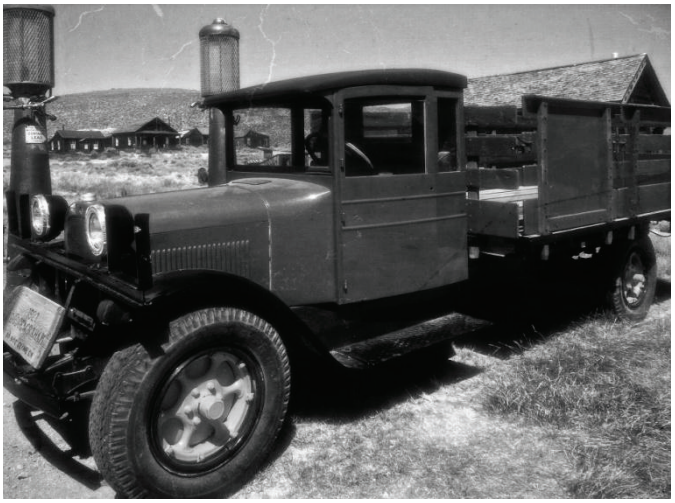
Howard, Robert E. "Pigeons from Hell." *Cthulhu: The Mythos and Kindred Horrors*. Ed. David Drake. Riverdale, N.Y.: Baen Publishing Enterprises, 1987. 209-245. Print.

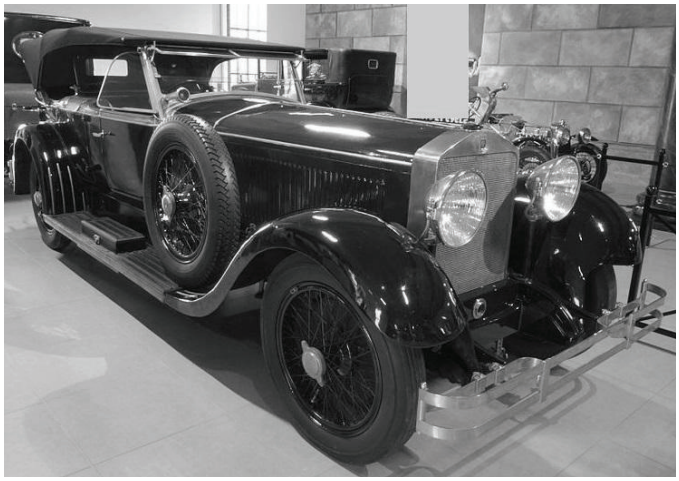
Gear of the Expedition



1927 Dodge Graham Flatbed Truck

- Two 1927 Dodge Graham Flatbed Trucks
- Drilling gear (including 20 sticks of dynamite)
- Shovels (10)
- Pickaxes (10)
- Small drill rig
- Torsion Balance
- Magnetometer
- Field Balance
- Portable Seismograph
- Portable chemical laboratory
- Extra five-gallon gasoline cans (10)
- Five-gallon water cans (10)
- Six-man tents (5)
- Cots (12)
- Bedrolls (12)
- Blankets (12)
- Tarpaulins (6)
- Rope (500 ft)
- Food for a week for 12 people & cooking supplies
- Two .22 bolt-action rifles and one box of 50 bullets

Each of the Dodge Graham flatbed trucks has a 35 horsepower, four-cylinder Dodge engine with a three-speed manual transmission and electric starter. The dashboard of each truck includes electric starter and gauges for oil pressure, ammeter (electrical current), and speedometer. Each of these 1 ½ ton trucks has a flatbed in the back with removable side rails on all sides of the bed. Each also has a single spare tire, pump, tire repair kit, and a jack. The cab of each truck has enough room for two (three in a pinch).



1925 Isotta Fraschini Tipo 8-A

- One 1925 Isotta Fraschini Tipo 8-A Motorcar
- Luggage
- Maps
- Portable typewriter, paper, and extra ink ribbons
- Notepads, pencils, ink pens

The Isotta Fraschini Tipo 8-A is an Italian luxury car with a 7.3 liter, straight-eight cylinder engine with 160 horsepower, the most powerful mass-produced straight-eight engine in the world at the time. It has a three-speed manual transmission and electric starter. The company claims the motorcar can do 93 miles per hour. It costs more than the Model J Duesenberg and only one of every three of these cars is sold in the United States. The car can hold two comfortably in the front and two in the back though up to three in either could be had in a pinch. The model is a two-door with access to the back seats by moving the front ones. Additionally, a trunk is built into the motorcar under the back seats. It has two spare tires on the running boards. A jack and repair kit are in the trunk.

Items of Note:

Pickaxe: Fighting (Brawl), Damage 1D8 + DB

Shovel: Fighting (Brawl), Damage 1D8 + DB

Dynamite Stick (thrown): Throw, Range Strength/5 yards, Damage 4D10/3y, Uses per Round ½.

.22 Bolt-Action Rifle: Damage 1D6+2, 30 yd range, Uses per Round 1, Magazine 6, hp 9, Malfunction 99.

MAGICAL ITEMS

The Diary of Emmanuel Smith

English by Emmanuel Smith, 1820 to September 1846

A thick, leather-bound book written in rough English with many misspellings. The front page reads "The Diary of Emmanuel Smith In His Own Hand." The writing at the beginning is very rough as Emmanuel Smith, who says he is a slave of the 'dame de maison' Caliste Boudreaux, has only recently been taught to read and write. From the context, Smith was in his teens when he was brought from Haiti to the United States in the late 18th century, probably before the slave revolt of 1791. He was sold from master to master until he was purchased by Madam Boudreaux in 1814. She was curious what the Haitian knew of voodoo and he taught her much.

The book further relates coming to the place that would be Harlotville in 1825 as one of the slaves and being granted his freedom in 1829, though he was one who stayed in the town, becoming a wise man who advised Madam Boudreaux.

Late in the book it talks of his love for one of the harlots and, eventually how she spurned him in front of the others and humiliated him. He writes of revenge and how he will get it by using his magic. There are some disjointed notes of mixing a brew of ground snake-bones, the blood of vampire bats, the dew from a nighthawk's wings, and other unnamable elements and it relates he knew the harlots all danced the Black Ceremony, the last part needed to create a zuvembie. All it would take was the girl to drink the black brew and he had plans to slip it to her in a gift of liquor.

The book describes the zuvembie and the last entry dated Sept. 20, 1846, notes the deed is done. It also contains a few other spells. The last entry is strange and says that Smith is fleeing to Carcosa.

Sanity Loss: 1/1D6
Cthulhu Mythos: +2%/+4%
Mythos Rating: 16
Study: 1 week
Suggested Spells: Create Zombi, Create Zombie, Create Zuvembie, Brew Space-Mead, Enchant Ju-Ju, Summon/Bind Byakhee.

Statue of Yig

Used by: Serpent People/Anyone

This well-worn but realistic-sized statue of a snake about to strike is made of stone and stands about two feet tall. It is heavy for its size though the type of stone is hard to identify. A crescent is carved upon the serpent's head.

The statue is only useful to those who worship Yig in one way or another. For those who use the statue as part of a spell to Call or Contact Yig, it acts as if Voorish Sign has been cast. It might also enable any spells cast in conjunction with Yig to also have this benefit at the decision of the Keeper.

The statuette is cursed however. Any non-worshipper of Yig who touches or moves it is cursed to have terrible dreams of serpents and Yig, losing 1D4 Sanity each night. Only returning it to where they found it, to a worshipper, or worshipping Yig can stop the effect before the victim goes mad.

NEW SPELL

Create Zuvembie

- Cost: 10 Magic Points, 10 Sanity Points
- Casting Time: 1 Day

This spell actually creates a foul, Black Brew that, when imbibed by a woman who has danced in the Black Ceremony, a voodoo ritual, changes her into a zuvembie.

The Black Brew consists of ground snake-bones, the blood of vampire bats, and dew from a nighthawk's wings, among other even more awful ingredients. This is fed to a woman, usually one who wishes revenge more than she cares for her own life, and if she has danced or dances the Black Dance, she changes into the terrible zuvembie as the potion does its work.

Unlike zombies, the zuvembie is cunning and has a mind of its own. It cannot be controlled by its creator but continues to live its unlife, immortal unless slain by lead or steel. The creature cannot speak and do not think like a human.

Zuvembies can be created of any woman who dances in the Black Ceremony if she is fed the potion.

ZUVEMBIE

"And there was something on the stair, a bent, misshapen, shadowy thing that never moved fully into the beam of light. But a dim yellow blur that might have been a face was turned toward him ... It looked like a woman, but no human woman ever walked with that skulking gait, and no human woman ever had that face of horror, that leering yellow blur of lunacy ... those claw-like hands, with black talons like those of a beast."—Robert E. Howard, Pigeons from Hell

Like the zombie, the zuvembie is created, though unlike the zombie, it is made from a living woman who dances the Black Ceremony and drinks the Black Brew. Common on the Slave Coast of West Africa, as well as Haiti and other places where voodoo is practiced, the zuvembie is a woman changed by magic into a creature of hate and revenge. Its only pleasure lies in the slaughter of human beings.

No longer human, the zuvembie has no friends, even among its own kind. A solitary creature, it commands the "natural demons," creatures of the night like owls, bats, wolves, and certain others. The zuvembies can see through certain birds such as pigeons and carrion eaters. They are also master of snakes, controlling the poisonous ones to do their bidding.

The zuvembie is immortal and does not need to eat or drink. Time means nothing to the horror though they sometimes enter a torpor of sorts over time, taking a little while to shake it off when living men or women come near. They generally live in dark places: old houses and caves being the most common. They avoid daylight though it does not harm them. They are mostly only active at night. They cannot speak anymore though they can use their voices and whistling to hypnotize the living, making them come to the creature to kill them.

The zuvembie can create a short-lived zombie out of anyone they slay. The body is mobile after the fashion of a zombie until the flesh grows cold. They usually give the zombie mental commands to kill others in the vicinity for the few minutes it survives and often use these creatures to do their dirty work.

The zuvembie can only be slain by lead or steel. No other material has any effect on the creature whatsoever.

The zuvembies collect the bodies of those they have slain, if possible, and keep them as horrible trophies or momentoes to their terrible deeds. This appears to be more habit than out of any actual need. Perhaps their revenge is needed so badly they cannot let go of those they have destroyed. Perhaps it is something else.

The secret to creating the zuvembie is known by certain powerful practitioners of voodoo and only rarely written down. Through use of the *Create Zuvembie* spell, the creation of a special potion, and dedication to voodoo and the Black Ceremony, a woman may become a zuvembie or, in certain cases, have the curse thrust upon her. It is a secret protected by Damballah, the snake-god or the Big Serpent, Yig, who jealously guards it. Those who betray those secrets are doomed to be kissed by Yig's little brother, a child of Yig, whom the god sends to kill any who teach or talk of the zuvembie or its secrets with others, especially white people.

Special Powers

Hypnotize: The zuvembie can hypnotize and control anyone with a strange, eerie, and sweet whistling that carries no real tune, but is piping and melodious. This affects the sleeping more strongly than then those awake. The zuvembie generally uses it to cause the sleeper to sleepwalk to her so she can kill them. The hypnotism lasts a minute or so beyond when the zuvembie stops her terrible whistling.

If the whistling is heard by someone sleeping, they must succeed an **Opposed POW** check with a **Penalty Die** to resist the pull of the zuvembie. Otherwise they make their way to the creature as they have terrible dreams. The zuvembie drops the hypnosis at the last moment, in most cases, just as she murders them, to further terrify them for her own amusement. Sometimes the zuvembie covers the mouth of a victim if she wants to kill them in silence.

Investigators who succumb to this zuvembie hypnotism can make a second **Opposed POW** check to throw off some of the effects before they reach the horror, but only if they have heard the zuvembie whistle before and have some idea what they are up against. This only gives them control of their voice, however, as their body still belongs to the horror. They might call out in terror or scream as they awaken from a terrible dream to find reality all the more horrifying.

Those who are awake when the zuvembie whistles must make an **Opposed POW** check or be paralyzed with horror at the very sound and unable to act or even call out in more than a whisper. This requires a Sanity Check (1/1D4).

Create Zombie: The zuvembie has the innate ability to create a zombie from the corpse of one she has slain. The ability costs a single magic point and immediately raises the corpse as a fresh zombie. Unlike normal zombies, head wounds do not do additional damage. Instead, impaling weapons do minimum damage and all others do half damage. This replaces the zombie's normal armor.

These zombies are short-lived, only being commanded by the zuvembie "until the flesh is cold." The Keeper should adjudicate how long this actually is though the corpse should not be active for more than a few minutes. The zuvembie often arms them with whatever she killed them with.

Control Animals: Zuvembie can control the "natural demons," generally animals that mankind fears or that rule the night. This includes wolves, coyotes, bats, snakes, and owls. This might further reach to other animals, especially nocturnal ones or carrion eaters, such as buzzards or vultures.

Pigeons also seem to be drawn to the zuvembie and the creature might use these or other animals to threaten, attack, or at least unnerve those whom it preys upon.

Dampen Light: The zuvembie has an ability similar to the *Dampen Light* spell, though the effect is immediate and requires neither chanting, gesture, nor pipes to cast.

When cast, darkness centers on the zuvembie, with each magic point the creature expends creating an area three yards in diameter. The darkness moves with the zuvembie but does not affect her ability to see. This darkness does not work in sunlight and can only be used in already dim or darkened areas. The effect grows over a few moments, meaning when the creature casts the spell, the lights in the area dim before the blackness completely envelopes them and they go out.

Moving out of the area affected brings the light back. In an already darkened area, the zuvembie does not even bother with her power and, if she catches someone in the dark, can deal with them without it.

Cat's Eyes: Zuvembies can see even better than a cat in the dark and even in the zone of their own *Dampen Light* effect. They can essentially see perfectly in any darkness, their new forms being both accustomed to and preferring it.

Nightmares: Not actually a power of the zuvembie, the creature's psyche is so strong that sometimes those near the horror pick up on its thoughts or memories, especially when the person is asleep and dreaming.

Those who sleep in the presence of a zuvembie must make a **POW** check. If they fail, they are assaulted by terrible dreams of both the nearby area and a vague dream of the creatures themselves. These dreams usually start with the investigator's own memories of arriving at the place they are dreaming. They soon change, however.

In most cases, the victim of the dream sees something of the terrible lair of the zuvembie, usually from the creature's own perspective. As they often decorate their lairs with the corpses of those whom they killed, this might include visions of bones, claustrophobic spaces, suggestively hanging figures, or the like. Most of the visions are vague and give no real clue to the location of the zuvembie, but some might actually be helpful to the investigators if they are actively searching for the creatures.

The dreams might also reveal the zuvembie looking over the sleeping investigator, whether she is actually there or not, though the victim does not get a very good look at the horrible creature, little more than a bent and misshapen figure with a yellow blur of a face that never moves into the light.

These dreams might be identical for all those in the area or different victims might get different parts of a dream which can only be pieced together if they compare them. The final dream that is revealed should be quite horrifying.

Having any portion of these dreams calls for a Sanity Check (1D3/1D6).

Weaknesses: The zuvembies have only two real weaknesses: lead and steel. Weapons or bullets of these materials can harm and kill the creature as if it were human.

The zuvembies do not care for daylight and bright light though it does them no harm. They prefer the darkness of a cave or a darkened room and only usually active at night.

ZUVEMBIE, Victims of the Black Brew

char.	*averages*	*rolls*
STR	50	(3D6 x 5)
CON	80	(3D6+6 x 5)
SIX	50	(3D6 x 5)
DEX	50	(3D6 x 5)
INT	50	(3D6 x 5)
POW	70	(4D6 x 5)

HP: 13
Average Damage Bonus: None
Average Build: 0
Average Magic Points: 14
Move: 8

ATTACKS
Attacks per round: 1
Fighting Attacks: If forced to fight, the zuvembie prefers to use a weapon of some sort, preferably something sharp. If they must, they resort to their long, black claws.
Fighting: 50% (25/10), Damage 1D6 + db or by weapon
Dodge: 25%
Armor: None, but only lead or steel can harm a zuvembie. Wood, stone, iron and all other materials do no damage.
Skills: Listen 50%, Spot Hidden 50%, Stealth 70%.
Sanity Loss: 1D3/1D10 Sanity Points to see a zuvembie.

Possible Zuvembie Weapons

- Hatchet/Sickle: 1D6+1+db
- Medium Knife: 1D4+2+db
- Wood Axe: 1D8+2+db
- Small Knife: 1D4+db
- Large Knife: 1D8+db

NPCS, CREATURES, AND ANIMALS

Midwest Refining Company Laborers (6)

STR 65	CON 60	SIZ 60	DEX 50	INT 50
APP 50	POW 50	EDU 50	SAN 50	HP 12
DB: +1D4	Build: 1	Move: 8	MP: 10	Luck: 50

Attacks per round: 1
Brawl 35% (17/7), damage 1D3 + db

Dodge: 25% (12/5)
Armor: None.
Skills: Drive Auto 30%, Electrical Repair 30%, Fighting (Brawl) 35%, First Aid 40%, Follow Orders 60%, Mechanical Repair 50%, Operate Heavy Machinery 51%, Throw 40%.

All of the men are largish and know their jobs at the refinery. None of them have any skill actually drilling for oil. The six laborers are:

- Andrew Lefkovitz - Jewish, clean shaven, curly brown hair, smokes cigarettes. Careful. Nervous. Loyal.
- Diego Rios - Mexican-American, clean shaven, short black hair, tall. Confident. Superstitious. Affable.
- Michael Juarez - Mexican-American, mustache, short black hair, smokes cigarettes. Young. Loyal. Good-natured.
- José Fernandez - Mexican-American, clean-shaven, longer brown hair, stout. Realist. Quiet. Generous.
- Angel Gazolas - Mexican-American, older (40s), balding, heavy-set. Ambitious. Brave. Selfish.
- Joseph Aceves - Mexican-American, mustache, short brown hair, Catholic. Only speaks a little English. Religious. Idealistic. Risk-Taker.

Typical Zuvembie (13 total)

STR 50	CON 80	SIZ 50	DEX 50	INT 50
POW 70	HP 13			
DB: -2	Build: -2	Move: 6/3		
Magic Points: 14				

Attacks per round: 1
Brawl 50% (25/10), Damage 1D6 + db or by weapon

Dodge: 25% (12/5)
Armor: None, but only lead or steel can harm a zuvembie. Wood, stone, iron and all other materials do no damage.
Skills: Listen 50%, Spot Hidden 50%, Stealth 70%.
Sanity Loss: 1D3/1D10 Sanity Points to see a zuvembie.

Typical Short-Lived Zombie

STR 80	CON 80	SIZ 60	DEX 35	INT 20
POW 05	HP 14			
DB: +1D4	Build: 1	Move: 6		

Attacks per round: 1
Brawl 30% (15/6), Damage 1D3 + db or by weapon

Dodge: N/A
Armor: None, but impaling weapons do only 1 point of damage and all others do half rolled damage. Major wounds might result in the loss of a limb or appendage.
Skills: Listen 80%, Spot the Living 60%, Obey Zuvembie 99%.
Sanity Loss: 1/1D6 to encounter a walking corpse.

Created from either the laborers or the Investigators, each of these creatures was obviously murdered. There might blood and holes in the chest, the head might be broken open or cut to pieces, or there is some other terrible and painful-looking mortal wound or wounds.

Bat Swarm

STR 20	CON 35	SIZ 10	DEX 100	INT N/A
POW 35	HP 4			
DB: N/A	Build: -2	Move: 1/12 flying		

Attacks per round: 1
Fighting 40% (20/8), Damage 1

Dodge: 50% (25/10)
Armor: None
Skills: Spot Hidden (echo-location) 75%.
Sanity Loss: 0/1.

Turkey Vulture

STR 45	CON 50	SIZ 30	DEX 75	INT N/A
POW 35	HP 8			
DB: -2	Build: -2	Move: 5/10 flying		

Attacks per round: 1
Fighting 45% (22/9), Damage 1D4 - DB

Dodge: 32% (16/6)
Armor: None
Skills: Spot Hidden 90%.

Western Diamondback Rattlesnake

STR 35	CON 35	SIZ 15	DEX 90	INT N/A
POW 50	HP 5			
DB: -2	Build: -2	Move: 8		

Attacks per round: 1 (bite)
Fighting 40% (20/8), Damage 1D4 - DB (min 1) + venom

Dodge: 45% (22/9)
Armor: None
Skills: Stealth 90%.

In addition to its bite damage, the Western Diamondback Rattlesnake has a venom composed primarily of hemotoxins which destroy red blood cells, prevent the blood from clotting, and cause organ degeneration and tissue damage. Symptoms of the bite include numbness of the face or limbs, lightheadedness, weakness, nausea and vomiting, sweating, salivating, blurred vision, and difficulty breathing.

Rattlesnake venom takes 6 to 24 hours to take effect, doing an additional 2D10 points of damage. Once bit, the victim must make an **Extreme CON** check to halve the damage and reduce symptoms. If this fails, others may try to aid the victim with a combined **Luck** and **Medicine** check. This also halves the damage and reduces symptoms.

If an antidote can be given in an hour or two, the effects can be stopped. Antivenom can be found in any of the surrounding towns quickly with a **Luck** check though there might be some cost involved.

Coyote

STR 50	CON 60	SIZ 30	DEX 70	INT N/A
POW 50	HP 9			
DB: -1	Build: -1	Move: 12		

Attacks per round: 1 (bite)
Fighting 40% (20/8), Damage 1D4 + DB (min 1)

Dodge: 40% (20/4)
Armor: 1-point fur and skin
Skills: Jump 70%, Listen 75%, Track (Scent) 80%, Spot Hidden 60%.

Smaller than the wolf, the coyote is abundant in North America. It is primarily a carnivore though also scavenges when the opportunity presents itself. The coyote weighs 18 to 44 pounds with predominantly light gray fur that varies with geography. Coyotes range from the desert to the mountains and can be found all around the Plains of San Augustine. They usually avoid people.

Mexican Gray Wolf

Mexican Gray Wolf

STR 65	CON 60	SIZ 40	DEX 65	INT N/A
POW 50	HP 10			
DB: 0	Build: 0	Move: 12		

Attacks per round: 1 (bite)
Fighting 40% (20/8), Damage 1D4 + DB

Dodge: 32% (16/6)
Armor: 1-point fur and skin
Skills: Jump 70%, Listen 75%, Track (Scent) 80%, Spot Hidden 60%.

Nearly gone from the United States since the mid-1920s, the Mexican Gray Wolf is the smallest of the gray wolves of North America. By 1927, they were apparently extinct in New Mexico. However, some still roam into the states from Mexico. They were more common in southeastern Arizona, southwestern New Mexico, western Texas, and the Sierra Madre Occidental in Mexico.

Pigeon Swarm

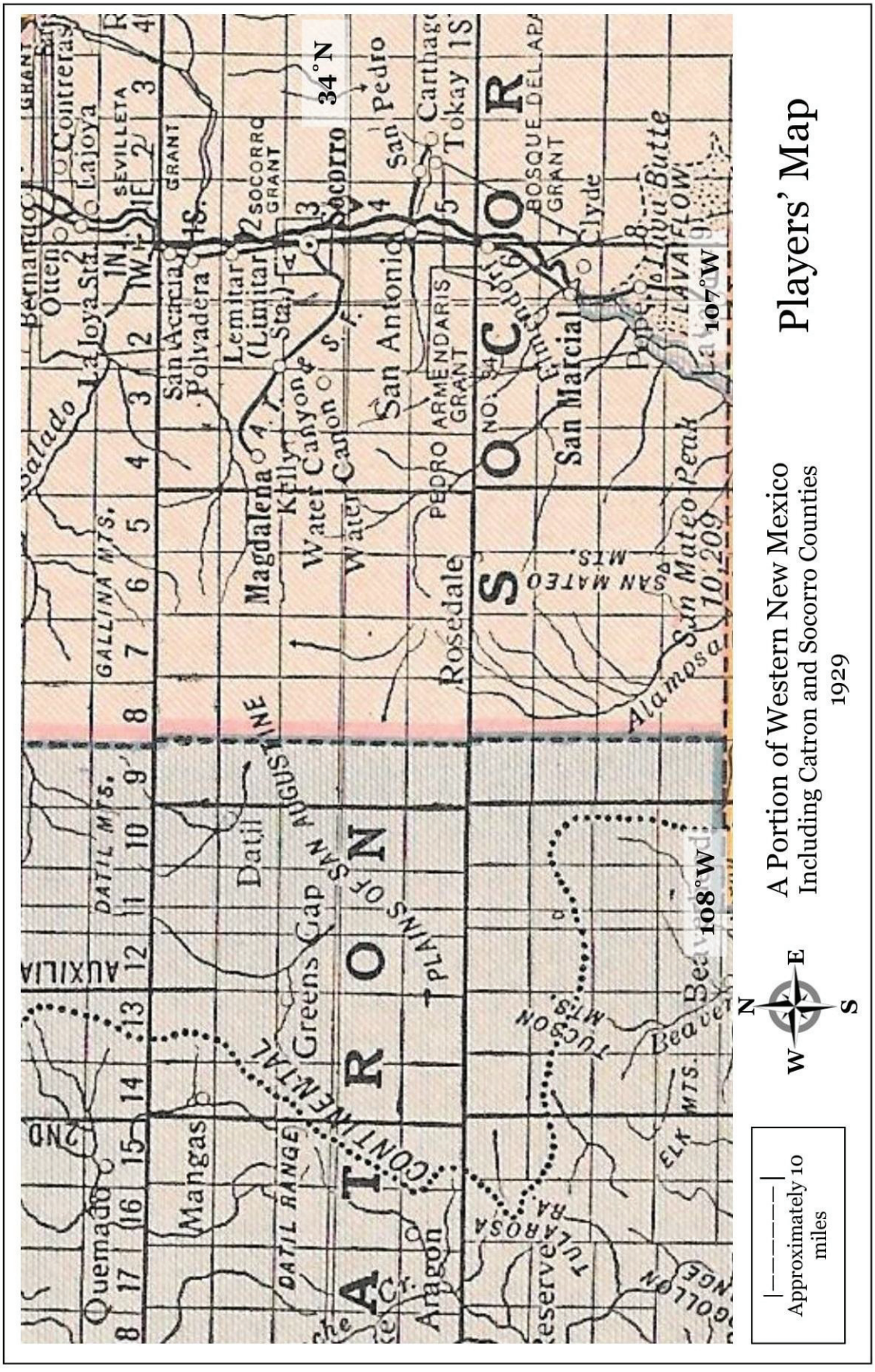
STR 20	CON 35	SIZ 10	DEX 100	INT N/A
POW 35	HP 4			
DB: N/A	Build: -2	Move: 1/12 flying		

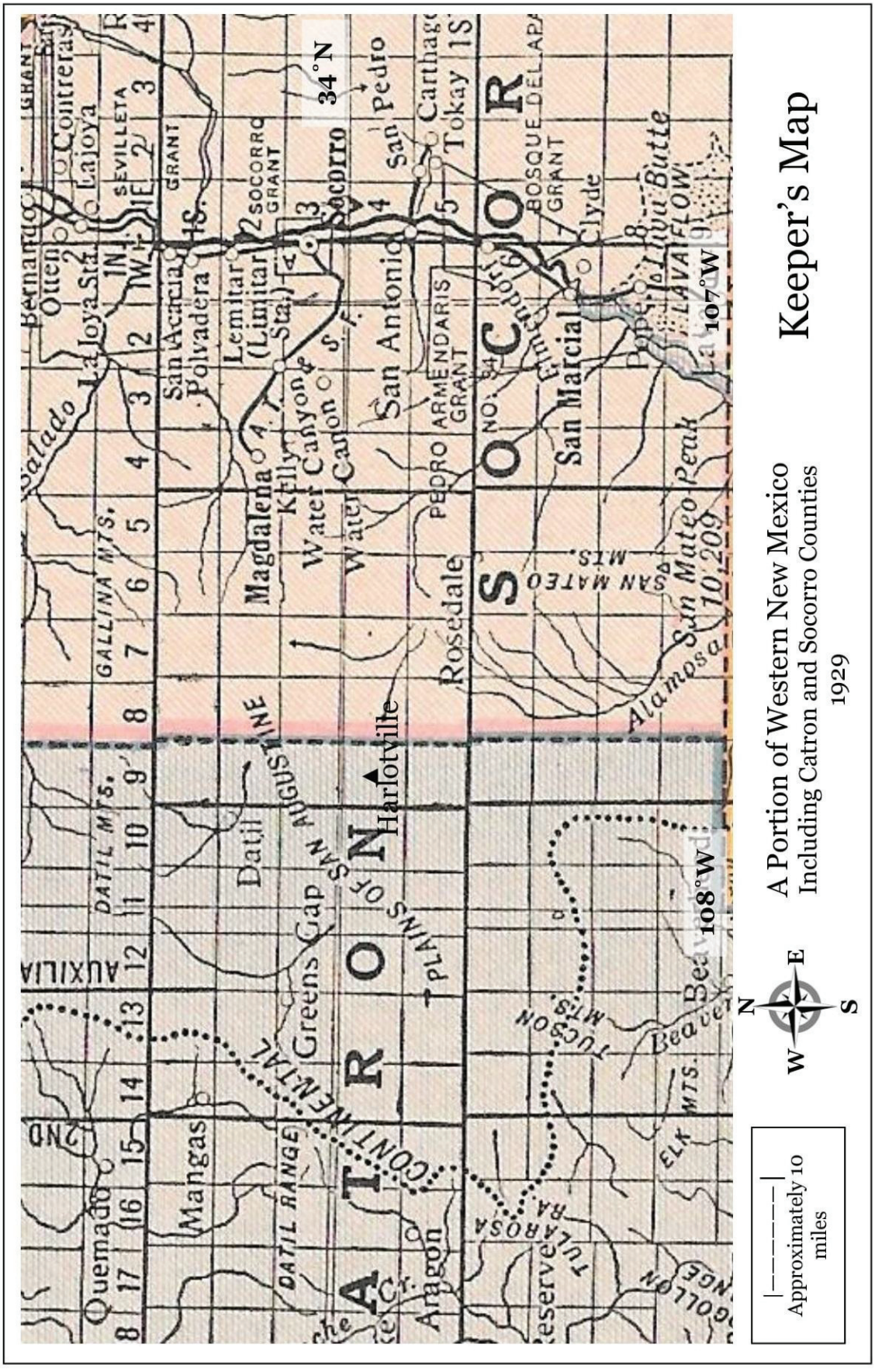
Attacks per round: 1
Fighting 40% (20/8), Damage 1

Dodge: 50% (25/10)
Armor: None
Skills: Spot Hidden (echo-location) 75%.
Sanity Loss: 0/1.

Though the zuvembies rarely use pigeons except to alert them to intruders, in a pinch, they can order the birds to attack.

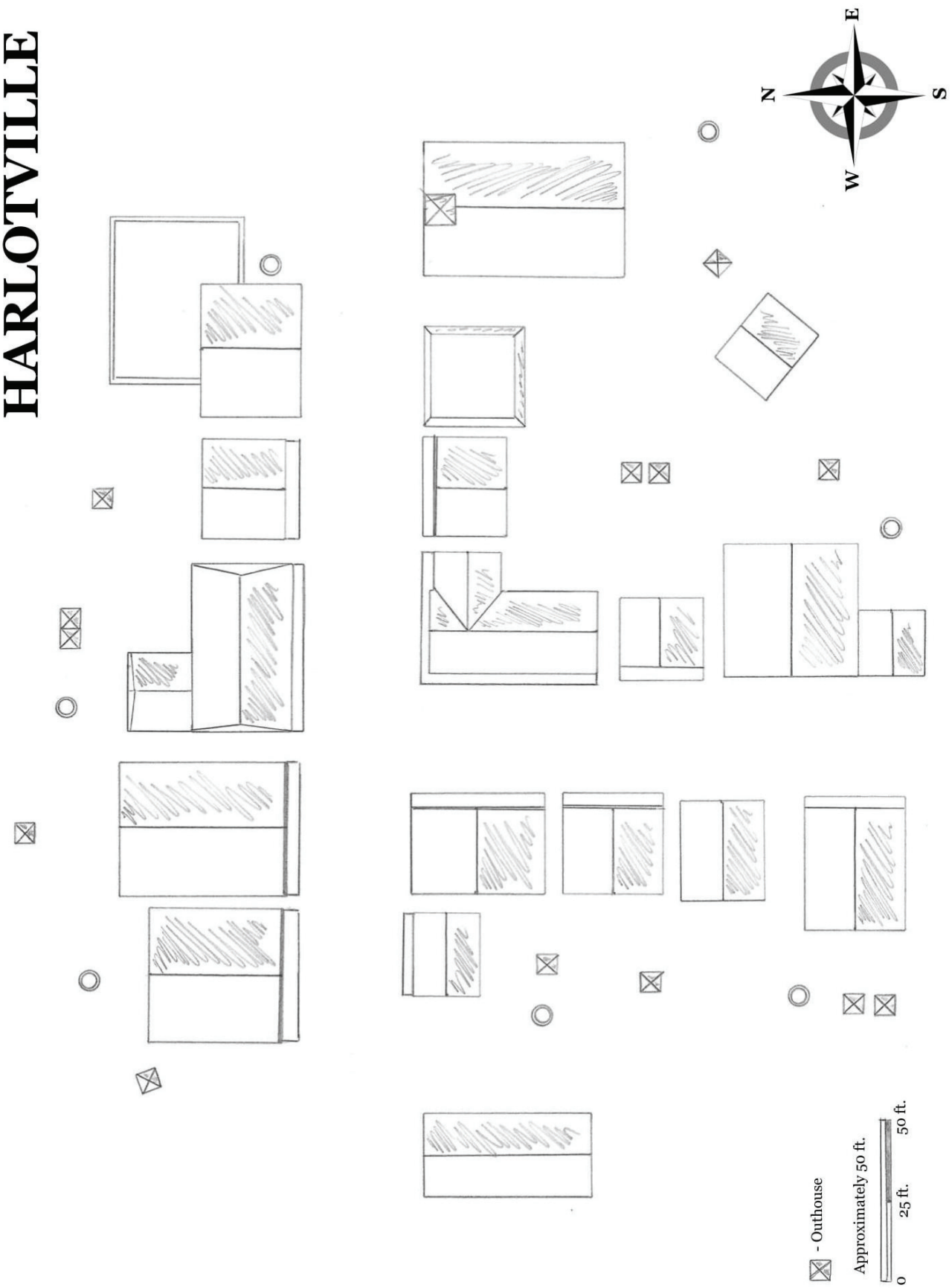
MAPS


Players' Map
A Portion of Western New Mexico
Including Catron and Socorro Counties
1929
108°W
107°W
34°N
Approximately 10 miles
N
S
E
W
Quemado
Mangas
Datil
Greens Gap
Aragon
Reserve
Alma
Beaver
Elk Mts.
Datil Mts.
Gallina Mts.
San Mateo Mts.
San Mateo Peak
10,209
Alamosa
Rosedale
Magdalena
Kelly
Water Canyon
Water Canon
San Antonio
Socorro
San Pedro
Carthage
Tokay
Lemitar
(Limitar Sta.)
San Acacia
Polvadera
Bernardo
Otero
Contreras
Lajoya
Joya Sta.
Sevilleta
San Marcial
Clyde
Pope
La Joya
Lava Flow
Little Butte
Datil Range
Continental Divide
Plains of Saint Augustine
Pedro Armendaris Grant
Socorro Grant
Bosque del Apache Grant
Sevilleta Grant
Grant
Auxilia
2nd
SOCORRO
CATRON



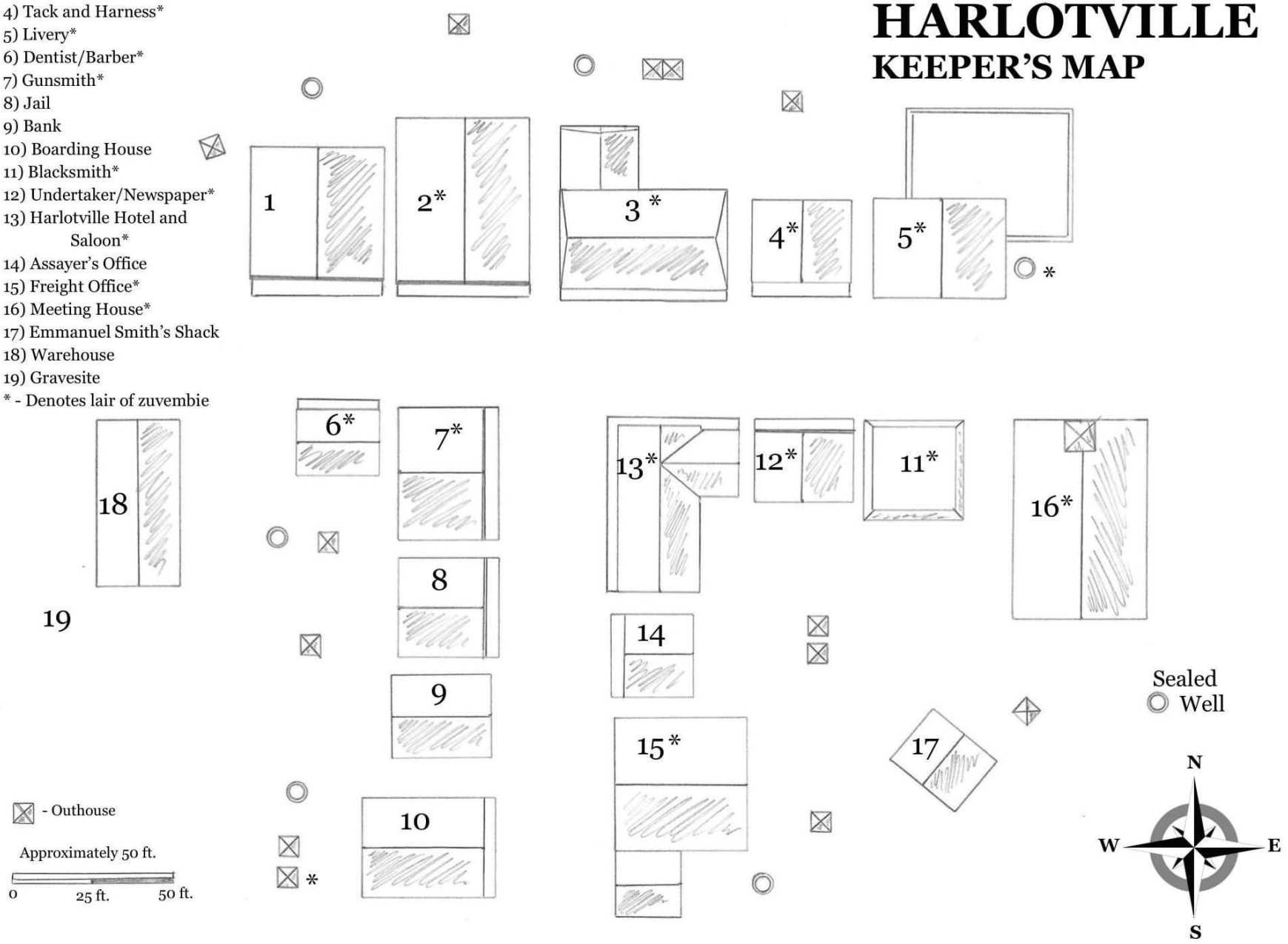
A Portion of Western New Mexico
Including Catron and Socorro Counties
1929

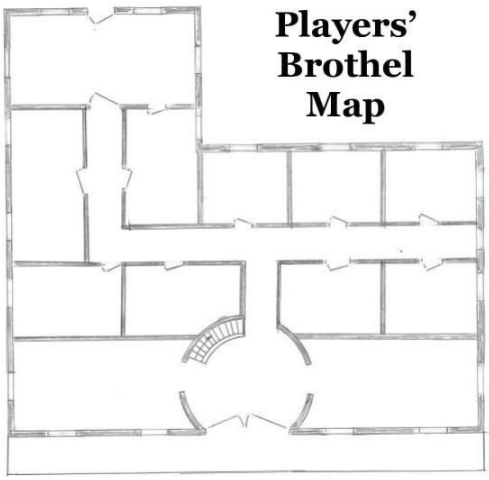
Keeper's Map


HARLOTVILLE
E
N
S
W
- Outhouse
Approximately 50 ft.
0
25 ft.
50 ft.

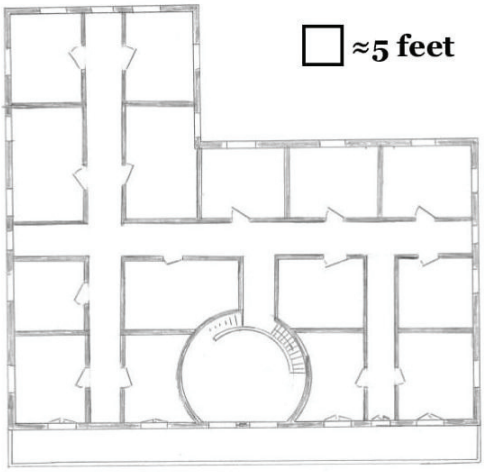
HARLOTVILLE
KEEPER'S MAP

1) General Store/Hardware
2) Freeman's Saloon*
3) Madam Boudreaux's*
4) Tack and Harness*
5) Livery*
6) Dentist/Barber*
7) Gunsmith*
8) Jail
9) Bank
10) Boarding House
11) Blacksmith*
12) Undertaker/Newspaper*
13) Harlotville Hotel and Saloon*
14) Assayer's Office
15) Freight Office*
16) Meeting House*
17) Emmanuel Smith's Shack
18) Warehouse
19) Gravesite
* - Denotes lair of zuvembie

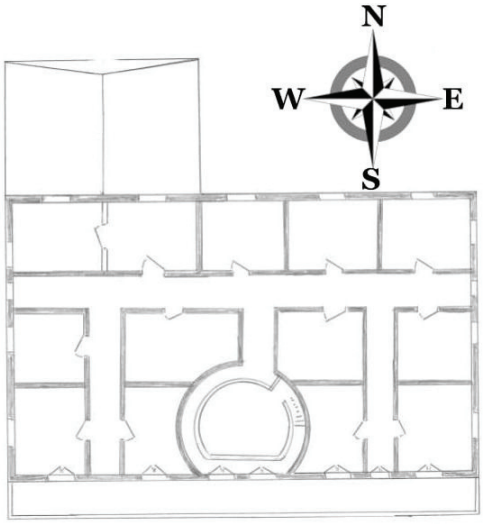




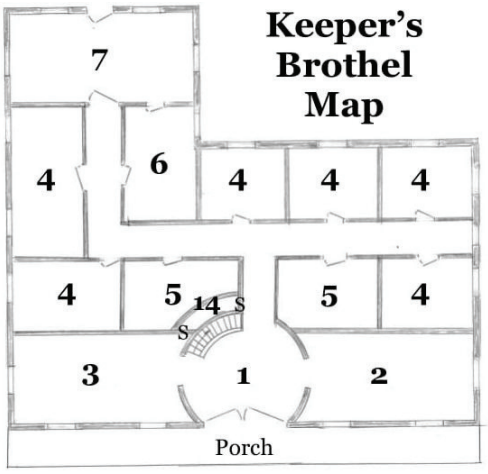
First Floor



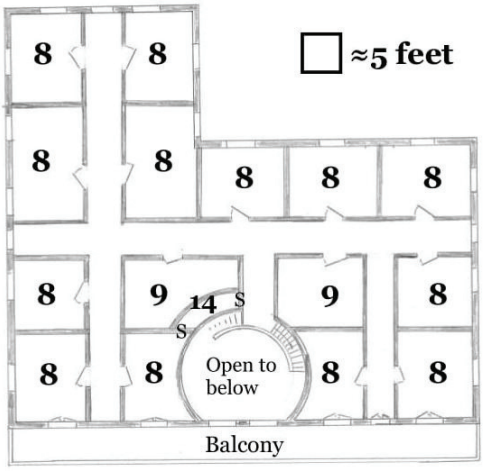
Second Floor



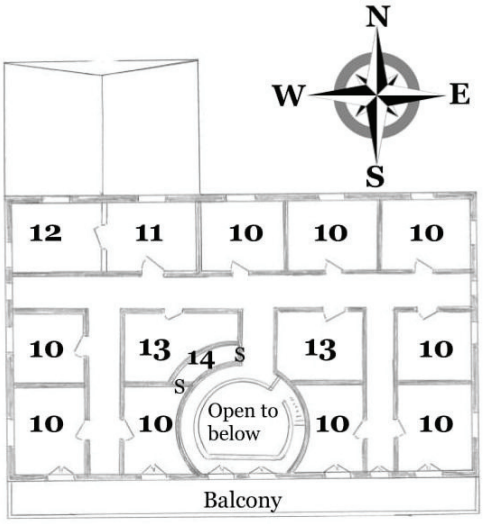
Third Floor



First Floor



Second Floor



Third Floor

HANDOUTS

In early 1928, a box of historical documents was donated to the University of New Mexico by a family in Albuquerque. The documents included various personal letters and journals dating from 1810 to the 1892. Among them was a journal and papers mentioning a village on the Plains of San Augustine. What particularly interested you were passages about the foul and oily taste of the water, especially in one of the wells.

Since the recent Hobbs Oil Strike in 1928, the pursuit of oil has been of great interest to those of New Mexico.

The papers relayed an account of a town called Harlotville in the western part of the state on the Plains of San Augustine. It was settled in 1825 by a group of prostitutes headed west from New Orleans. There was some trouble with a wagon and the harlots made a home where they found a spring in the badlands. Over the next 20 years, more people, mostly men, migrated to the area and stayed, building a brothel and a town to surround it. The land belonged to Mexico at the time but most of the people who lived there were from the United States. As far as you could tell from the letters and documents, the tiny village seemed to have prospered.

What really interested you, however, were a few notes you found stating the water had an oily taste and smell no matter where wells were set down. One particular well actually brought forth black water that was so sick with the stink of oil the well was sealed up. The notes might mean a large oil field, possibly even one very close to the surface, might lie in the area.

A little research indicated the town no longer exists. During the Mexican American War, everyone was either killed or fled from Harlotville. Records of what happened in the town were difficult to obtain.

One record was the report of an Army platoon that investigated the area in the Fall of 1847 during the war. According to the report, the platoon found the entire town deserted. The commanding officer, Lieutenant Henry Samson, thought the town "disquieting and disturbing to the men." In the middle of the night, two soldiers murdered each other in complete silence: Private William Marshall and Private Thomas Smith. Other men had strange dreams and some reported hearing odd noises in the town. The squad left the next day with all due haste and reported the town must have been attacked by Mexicans at some point and the Americans there had rallied to defend themselves but lost. Lt. Samson recommended that the town be burned to the ground.

HANDOUT 1

The Diary of Emmanuel Smith

This small book is leather-bound and written in rough English with many misspellings. The front page reads "The Diary of Emmanuel Smith In His Own Hand." The writing at the beginning is very rough as Emmanuel Smith, who says he is a slave of the 'dame de maison' Caliste Boudreaux, has only recently been taught to read and write. From the context, Smith was in his teens when he was brought from Haiti to the United States in the late 18th century. He was sold from master to master until he was purchased by Madam Boudreaux in 1814. She was curious what the Haitian knew of voodoo and he taught her much. The book further relates coming to the place that would be Harlotville in 1825 as one of a the slaves and being granted his freedom in 1829, though he was one who stayed in the town, becoming a wise man who advised Madam Boudreaux.

Late in the book it talks of his love for one of the harlots and, eventually how she spurned him in front of the others and humiliated him. He writes of revenge and how he will get it by using his magic. There are some disjointed notes of mixing a brew of ground snake-bones, the blood of vampire bats, the dew from a nighthawk's wings, and other awful elements and relates how he knew the harlots all danced the Black Ceremony, the last part needed to create a zuvembie. All it would take was for the girl to drink the black brew and he had plans to slip it to her in a gift: a bottle of liquor.

The book describes the zuvembie as well, the paragraph surprisingly well-spelt and in a different handwriting:

"A zuvembie is no longer human. It knows neither relatives nor friends. It is one with the people of the Black World. It commands the natural demons — owls, bats, snakes and werewolves, and can fetch darkness to blot out a little light. It can be slain by lead or steel, but unless it is slain thus, it lives forever, and it eats no such food as humans eat. It dwells like a bat in a cave or an old house. Time means naught to the zuvembie; an hour, a day, a year, all is one. It cannot speak human words, nor think as a human thinks, but it can hypnotize the living by the sound of its voice, and when it slays a man, it can command his lifeless body until the flesh is cold. As long as the blood flows, the corpse is its slave. Its pleasure lies in the slaughter of human beings."

The last entry of the diary, dated Sept. 20, 1846, notes the deed is done by the dark of the moon and that he leaves this life forever. *"The wings o thos things well tak me to far Carcosa an awa frome the foolishness o thiss placce. Let them alle eet deth by its hands."*

HANDOUT 4

The ONLY Newspaper in Harlotville WEEKLY 1/2 CENT

THE HARLOTVILLE HERALD

Tuesday, September 22, 1846

Robert Fine, Editor and Undertaker

Murders and Disappearances at Madam Boudreaux's House

Everyone is dead or missing from Madame Boudreaux's House of Pleasure.

When Dean Pleasant went to deliver groceries to the home of our town's founder early on the morning of Sept. 21, he found the shutters up and the house apparently empty. He raised a hue and a cry of alarm immediately.

DEATH was found within.

All of the patrons from the previous night were found murdered, some in their beds and others apparently having killed each other in various rooms of the establishment. There was no sign of any of the lovely women who work in the House, though some of the servants had been killed a well.

Strangely enough, no one had heard a sound from the house the night before.

The kitchen of the house was likewise in disarray though the rest of the house, aside from all the blood, was as neat as a pin.

Marshal Godsend Edwards is unsure what happened but vows to solve the mystery. He thinks it might have something to do with the witch doctor Emmanuel Smith, who disappeared from his shack that same night.

Town drunk Cooper Harris says he thought he saw evil faces in the windows of the house that night and claims some great dark bird flew through the sky, though no one, of course, believes his stories.

Most of the patrons of the house that fateful evening had come in on freight wagons from Socorro, bringing supplies, news, and a priest. At least eight men were found dead with another seven unaccounted for including the priest.

POSSE FORMED TO FIND VOODOO DOCTOR MAN

"We are certain that Emmanuel Smith is responsible for the murders at Madame Boudreaux's House," said Marshal Edwards after he searched the house of the reputed Voodoo Doctor.

It has been rumored Smith was enamored with one of the ladies at the house, one Tillie Fitzgerald, who hailed from Boston, and came to Harlotville three years ago.

The posse set out early on the morning of the 21st and returned well after dinnertime without luck. They had found no sign of the negro though no horses were taken from the town so the man must be on foot.

Some think that he might still be hiding in town, but a thorough search while the posse was about their business found nothing.

Others believe his house should be burned to the ground and plans are being made to do just that tomorrow.

Dr. Randolph Offers Dentures

Doctor Thomas Randolph says dentures are now available at his barbershop and surgery. Be the first to take advantage of new teeth that will NOT break.

MEXICAN AMERICAN WAR RAGES WITHOUT CEASING

Word has reached Harlotville that the conflict between the United States of America and Second Federal Republic of Mexico continues unabated.

On August 13, Naval Forces of the United States led by Commodore Robert F. Stockton occupied Los Angeles. Days later, Antonio Lopez de Santa Anna returned to Mexico to promote peace between the two countries.

Closer to home, Santa Fe was occupied by United States General Stephen W. Kearny on August 18, further solidifying America's presence north of Rio Grande.

More information will be printed in the Herald as it is received.

Independence Day Celebration Considered Greatly Successful

Several residents in town on Sept. 16 helped celebrate Mexican Independence Day.

Despite the fact that many in town support the United States in its recent war against Mexico, a good time was had by all at the celebration held at the Meeting House last Wednesday. The party soon moved to both the Freeman's Saloon and Harlotville Hotel.

Madam Calista Boudreaux hosted an all-night party in celebration of Mexico's freedom. Liquor flowed like water and the establishment offered numerous free services. Many suffered hangovers the next day.

The day records Mexico's revolt from Spain in 1810.

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The day records Mexico's revolt from Spain in 1810.

HANDOUT 3

1920S ERA INVESTIGATOR

Name: Roger Stanford
Player:
Occupation: White-Collar Worker
Age: 40 Sex: Male
Residence: Laramie, Wyoming
Birthplace: El Paso, Texas

CHARACTERISTICS

STR	40 (20/8)	DEX	65 (32/13)	INT Idea	55 (27/11)
CON	35 (17/7)	APP	35 (17/7)	POW	45 (22/9)
SIZ	50 (25/10)	EDU	80 (40/16)	Move Rate	7 (+1 / -1)

Major Wound: ☐ Max HP: 8 Temp. Insane: ☐ Indef. Insane: ☐ Sanity: 45 Max

HIT POINTS

Dying		00	01	02
Unconscious		03	04	05
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

SANITY

Insane																01	02	03	04	05	06	07							
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76							
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

CALL of CTHULHU

LUCK

Out of Luck																01	02	03	04	05	06	07							
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76							
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

MAGIC POINTS

Max MP: 9

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

☐ Accounting (05%)	75 (37/15)	☐ Fast Talk (05%)	75 (37/15)	☐ Law (05%)		☐ Science (01%) Chemistry	11 (5/2)
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	50 (25/10)
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)	65 (32/13)	☐ First Aid (30%)		☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)		☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	75 (37/15)	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)	65 (32/13)	☐	
☐ Disguise (05%)		☐ Language (Other) (01%) Spanish	21 (10/4)	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	32 (16/6)	☐		☐ Psychology (10%)	55 (27/11)	☐	
☐ Drive Auto (20%)	30 (15/6)	☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	80 (40/16)	☐ Ride (05%)		☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus: none
Build: 0
Dodge: 32 (16/6)

Backstory

Personal Description Balding. Average height. Clean-shaven. Light brown hair. Dumpy. Overweight. Near-sighted. Pale. Smokes cigars. Expensive suit.

Traits Cowardly. Narcissistic. Greedy. Liar. Bigot.

Ideology/Beliefs I am like a god among men. Anything is okay so long as it is for me. Women adore me.

Injuries & Scars

Significant People Wife Camille. Children Jessica (14) and Charles (11). Mistress Amanda Rice. Himself mostly though.

Phobias & Manias

Meaningful Locations A large office in a big company, smoking a cigar and firing someone.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Gold cigar case given to him by his mentor, whose job he managed to steal after getting him fired.

Encounters with Strange Entities

Gear & Possessions

You graduated from the University of Texas in 1911 with a BS in Business and eventually rose to Vice President at Midwest Refining Company. You've been having an affair with Amanda Rice since she started working there two years ago. If Standard Oil takes over, you could lose your job though.

- Luggage
- Suits and Ties
- Camping Clothing
- Hat
- Wristwatch
- Flask of Canadian Whiskey
- Case of Cigars
- Wooden Matches

Cash & Assets

Spending Level Wealty - $50/day

Cash $375

Assets $5,000

1925 Isotta Fraschini Tipo 8-A.

Six-bedroom house in the suburbs on large piece of land - value $60,000.

Heavily in debt despite his wealth.

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = ***Unconscious***

Reach 0 HP with Major Wound = ***Dying***

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

- Char. Amanda Rice / Player
- Char. / Player
- Geologist — Char. Dr. Evelyn Chambers / Player
- Secretary
- Chemist — Char. Dr. Thomas Fry / Player
- Char. Dr. Adam Silverberg / Player
- Professor
- Labor Supervisor — Char. José Gutierrez / Player
- Char. / Player
- Char. / Player

1920S ERA INVESTIGATOR

Name: Amanda Rice
Player:
Occupation: Secretary
Age: 25 Sex: Female
Residence: Laramie, Wyoming
Birthplace: Millersburg, Illinois

CHARACTERISTICS

STR	40 (20/8)	DEX	35 (17/7)	INT Idea	55 (27/11)
CON	70 (35/14)	APP	70 (35/14)	POW	35 (17/7)
SIZ	70 (35/14)	EDU	75 (37/15)	Move Rate	7 (+1 / -1)

Major Wound: 14 (Max HP)
Temp. Insane:
Indef. Insane: 35 (Max)

HIT POINTS

Dying		00	01	02
Unconscious		03	04	05
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

SANITY

Insane																			01	02	03	04	05	06	07				
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76							
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

CALL of CTHULHU

LUCK

Out of Luck																			01	02	03	04	05	06	07				
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76							
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

MAGIC POINTS

Max MP: 7

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

☐ Accounting (05%)	40 (20/8)	☐ Fast Talk (05%)	45 (22/9)	☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%) Typing	50 (25/10)	☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)	20 (10/4)	☐ Spot Hidden (25%)	35 (17/7)
☐ Shorthand	50 (25/10)	☐ Firearms (Rifle/Shotgun) (25%)	50 (25/10)	☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)	65 (32/13)	☐ First Aid (30%)		☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)		☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	30 (15/6)	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)	30 (15/6)	☐	
☐ Disguise (05%)		☐ Language (Other) (01%) Spanish	36 (18/7)	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	17 (8/3)	☐		☐ Psychology (10%)	65 (32/13)	☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	75 (37/15)	☐ Ride (05%)		☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus: none
Build: 0
Dodge: 17 (8/3)

Backstory

Personal Description Tall. Slim. Pretty, Brown hair. Large hazel eyes. Shapely. Wears comfortable but tight clothing.

Traits Selfish. Self-Confident. Deceiving. Skeptical.

Ideology/Beliefs A girl does what she has to do to get by and get ahead. Sex is just sex; love is harder to find.

Injuries & Scars

Significant People Parents back in Illinois: John and Janice Rice.

Phobias & Manias

Meaningful Locations Alone in her apartment with a glass of gin and a cigarette.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Necklace given her by her high school sweetheart, Howard Smith, just before she left Millersburg. The engagement was broken while they were both at college but she still always wears the necklace. It was the only pure love she's ever felt.

Encounters with Strange Entities

Gear & Possessions

Born and raised in Millersburg in southern Illinois, you were glad to go away to college at the Eastern Illinois State Teacher's College. You got your certificate and learned you hated teaching. However, you found work with Northwest Refining Company two years ago, and an affair with a wealthy vice president that proved interesting. When you tire of it, you can always blackmail him.

- Luggage
- Dresses/Camping Clothes
- Silver Cigarette Case
- Cigarettes
- Wooden Matches
- Pocket Lighter

Cash & Assets

Spending Level Average - $10/day

Cash $60

Assets $1,500

Apartment

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = ***Unconscious***

Reach 0 HP with Major Wound = ***Dying***

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

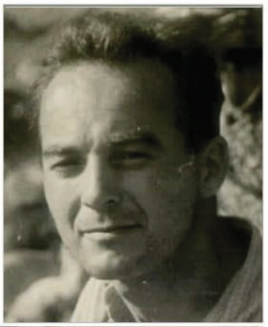
Me

- Char. Roger Stanford / Player — Vice-President
- Char. Dr. Evelyn Chambers / Player — Geologist
- Char. Dr. Adam Silverberg / Player — Professor
- Char. Dr. Thomas Fry / Player — Chemist
- Labor Supervisor
- Char. José Gutierrez / Player
- Char. / Player
- Char. / Player
- Char. / Player

1920s Era Investigator

Call of Cthulhu

Name: Dr. Evelyn Chambers
Player:
Occupation: Geologist
Age: 33 Sex: Male
Residence: Laramie, Wyoming
Birthplace: Larned, Kansas



Characteristics

STR	65	32 / 13	DEX	60	30 / 12	INT (Idea)	60	30 / 12
CON	65	32 / 13	APP	55	27 / 11	POW	50	25 / 10
SIZ	80	40 / 16	EDU	90	45 / 18	Move Rate	7	+1 / -1

Major Wound: ☐ Temp. Insane: ☐ Indef. Insane: ☐

Hit Points — Max: 14

Dying / Unconscious 00	01	02		
03	04	05		
06	07	08	09	10
11	12	13	(14)	15
16	17	18	19	20

Sanity — Max: 50 — Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	(50)	51	52	53	
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49						
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76		
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

Luck — Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		
54	55	56	57	58	59	60	61	62	63	64	(65)	66	67	68	69	70	71	72	73	74	75	76		
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

Magic Points — Max: 10

00	01	02	03	04
05	06	07	08	09
(10)	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Investigator Skills

Skill		Skill		Skill		Skill	
☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%) Geology	71 / 35 / 14
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	50 / 25 / 10	☐ Library Use (20%)	55 / 27 / 11	☐ Physics	51 / 25 / 10
☐ Appraise (05%)		☐		☐ Listen (20%)	50 / 25 / 10	☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	50 / 25 / 10
☐		☐ Firearms (Rifle/Shotgun) (25%)	40 / 20 / 8	☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)		☐ Navigate (10%)	20 / 10 / 4	☐ Swim (20%)	
☐ Climb (20%)	60 / 30 / 12	☐ History (05%)	40 / 20 / 8	☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	40 / 20 / 8	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)	60 / 30 / 12	☐	
☐ Disguise (05%)		☐ Language (Other) (01%) Spanish	51 / 25 / 10	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	30 / 15 / 6	☐		☐ Psychology (10%)	25 / 12 / 5	☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	90 / 45 / 18	☐ Ride (05%)		☐	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

Combat

Damage Bonus: +1D4
Build: +1
Dodge: 30 / 15 / 6

Backstory

Personal Description Tall. Rugged-looking. Very thin. In good shape. Only shaves every few days. Never shaves while in the field. Wears comfortable clothing.

Traits Carefree. Realist. Independent. Scientific.

Ideology/Beliefs Atheist. I love my job, especially when I'm working in the field. Anything can be proved or disproved by simple science.

Injuries & Scars

Significant People Younger Brother: Eustace whom he loves but has a fierce rivalry with.

Phobias & Manias

Meaningful Locations Outdoors camping.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Carved matchbox he got from a Native American while surveying his land for oil.

Encounters with Strange Entities

Gear & Possessions

Having received your Ph. D. from the University of Kansas in 1921, you started work at Midwest Refining Company three years ago and were part of the Hobbs Strike in 1928. You're respected in the company and suspicious of the secrecy of this expedition.

You've not dealt with Stanford before but you don't trust him.

Luggage
Camping Clothing
Geologist's Tools
Small Chemistry Set
Three Packs of Cigarettes
Wooden Matches
Decorative Matchbox

Cash & Assets

Spending Level Average - $10/day
Cash $80
Assets $1,000

House
Motorcar back home.

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. Amanda Rice
Player
Secretary

Char. Roger Stanford
Player
Vice-President

Char.
Player

Chemist

Char. Dr. Adam Silverberg
Player
Professor

Char. Dr. Thomas Fry
Player
Labor Supervisor

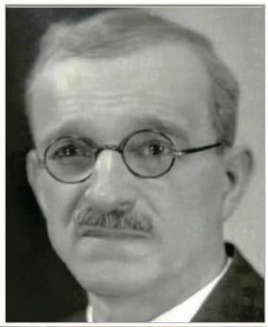
Char.
Player

Char.
Player

Char. José Gutierrez
Player

1920s Era Investigator

Name: Dr. Thomas Fry
Player:
Occupation: Chemist/Scientist
Age: 41 Sex: Male
Residence: Laramie, Wyoming
Birthplace: Salmon, Idaho



Characteristics

STR	55	27 / 11	DEX	35	17 / 7	INT (Idea)	60	30 / 12
CON	55	27 / 11	APP	25	12 / 5	POW	50	25 / 10
SIZ	85	42 / 17	EDU	90	45 / 18	Move Rate	6	+1 / -1

Major Wound: ☐ Temp. Insane: ☐ Indef. Insane: ☐

Hit Points — Max: 14

Dying / Unconscious 00	01	02		
03	04	05		
06	07	08	09	10
11	12	13	(14)	15
16	17	18	19	20

Sanity — Max: 50

Insane 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 (50) 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Call of Cthulhu

Luck

Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 (50) 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points — Max: 10

00 01 02 03 04
05 06 07 08 09
(10) 11 12 13 14
15 16 17 18 19
20 21 22 23 24

Investigator Skills

Skill		Skill		Skill		Skill	
☐ Accounting (05%)	20 / 10 / 4	☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%) Chemistry	75 / 37 / 15
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)	70 / 35 / 14	☐ Geology	27 / 13 / 5
☐ Appraise (05%)		☐		☐ Listen (20%)	45 / 22 / 9	☐ Pharmacy	71 / 35 / 14
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	60 / 30 / 12
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	40 / 20 / 8
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)		☐ Navigate (10%)		☐ Swim (20%)	45 / 22 / 9
☐ Climb (20%)		☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	50 / 25 / 10	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)	35 / 17 / 7	☐	
☐ Disguise (05%)		☐ Language (Other) (01%) Spanish	31 / 15 / 6	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	37 / 18 / 7	☐		☐ Psychology (10%)	25 / 12 / 5	☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	90 / 45 / 18	☐ Ride (05%)		☐	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

Combat

Damage Bonus: +1D4
Build: +1
Dodge: 37 / 18 / 7

Backstory

Personal Description Tall. Thin. Unattractive. Head looks too big for his body. Mouth-breather. Stuffed nose (allergies). Mustache. Graying hair. Near-sighted. Blinks constantly.

Traits Complainer. Standoffish. Timid. Loyal.

Ideology/Beliefs Cigarette, cigar, and pipe smoke are filthy and bad for my allergies. Methodist. Chemistry can give most of the answers to any problem.

Injuries & Scars

Significant People Wife Joyce.

Phobias & Manias

Meaningful Locations An air-conditioned laboratory or study.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Wedding Ring.

Encounters with Strange Entities

Gear & Possessions

You married your high school sweetheart and still found time to get your Ph. D. from Berkeley.
You've never had children.
You started working for Midwest Refining Company about eight years ago and helped with the Hobbs Strike of 1928.

Luggage
Suits
Camping Clothing (itchy!)
Boots
Portable Chemistry Lab
Sample Jars and Bottles

Cash & Assets

Spending Level Wealthy - $50/day
Cash $250
Assets $15,000

Fine house ($10,000 value) - paid off
Nice motorcar back home.

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. Amanda Rice
Player
Secretary

Char. Roger Stanford
Player
Vice-President

Geologist
Char. Dr. Evelyn Chambers
Player

Char. Dr. Adam Silverberg
Player
Professor

Char.
Player
Labor Supervisor

Char.
Player

Char.
Player

Char. José Gutierrez
Player

1920s Era Investigator

Call of Cthulhu

Name: Dr. Adam Silverberg
Player:
Occupation: Professor of History
Age: 44 Sex: Male
Residence: Albuquerque, NM
Birthplace: San Francisco, California

Characteristics

		Half	Fifth			Half	Fifth			Half	Fifth
STR	65	32	13	DEX	40	20	8	INT (Idea)	60	30	12
CON	70	35	14	APP	50	25	10	POW	55	27	11
SIZ	90	45	18	EDU	90	45	18	Move Rate	6	+1 / -1	

Major Wound: ☐ Temp. Insane: ☐ Indef. Insane: ☐

Hit Points — Max: 16

Dying 00	01	02		
Unconscious 03	04	05		
06	07	08	09	10
11	12	13	14	15
(16)	17	18	19	20

Sanity — Max: 55

Insane	01	02	03	04	05	06	07																			
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53				
54	(55)	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76				
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99				

Luck

Out of Luck	01	02	03	04	05	06	07																			
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53				
54	(55)	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76				
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99				

Magic Points — Max: 11

00	01	02	03	04
05	06	07	08	09
10	(11)	12	13	14
15	16	17	18	19
20	21	22	23	24

Investigator Skills

Skill	Base	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)	56	28	11
☐ Appraise (05%)			
☐ Archaeology (01%)	56	28	11
☐ Art / Craft (05%) Photography	45	22	9
☐			
☐			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	20	10	4
☐ Drive Auto (20%)			
☐ Elec Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐			
☐			
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐			
☐ First Aid (30%)			
☐ History (05%)	75	37	15
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ Language (Other) (01%) Hebrew	51	25	10
☐			
☐			
☐ Language (Own) (EDU)	90	45	18
☐ Law (05%)			
☐ Library Use (20%)	75	37	15
☐ Listen (20%)	45	22	9
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			
☐ Op. Hv. Machine (01%)			
☐ Persuade (10%)	45	22	9
☐ Pilot (01%)			
☐ Psychology (10%)	45	22	9
☐ Psychoanalysis (01%)			
☐ Ride (05%)			
☐ Science (01%)			
☐			
☐			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	45	22	9
☐ Stealth (20%)			
☐ Survival (10%)			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐			
☐			
☐			
☐			

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

Combat

Damage Bonus: +1D4
Build: +1
Dodge: 20 (10 / 4)

Backstory

Personal Description Balding. Black hair. Well-groomed mustache. Pince-Nez Eyeglasses (near-sighted). Tall. Solid. Nice suit.

Traits Curious. Intellectual. Determined. Pious.

Ideology/Beliefs Jewish. Curiosity is the key and knowledge is the door. Never give up seeking the truth.

Injuries & Scars

Significant People Wife Agnes Lowenstein Silverberg. Children Joseph (17), Karen (15), and Yenta (10). Parents Howard and Leora. Brother Moshe.

Phobias & Manias

Meaningful Locations Jerusalem.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Pet Dog Nelly.

Encounters with Strange Entities

Gear & Possessions

You married soon after getting your Ph. D. from the Los Angeles State Normal School (UCLA since 1927).

You've taught at the University of New Mexico for 16 years but with the Hobbs Strike last year you grew curious about finding oil. You contacted the Midwest Refining Company and talked to VP Roger Stanford when you found out about Harlotville.

Luggage
Suit and Camping Clothes
Boots
History Books
Kodak Camera, Tripod, Film
Camera Repair Kit

Cash & Assets

Spending Level Average - $10/day
Cash $80
Assets $1,000
Nice House
Motorcar back home.

Handout 1
Notebook & Pencils

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. Amanda Rice
Player
Secretary

Char. Roger Stanford
Player
Vice President

Geologist
Char. Dr. Evelyn Chambers
Player

Char.
Player

Chemist
Char. Dr. Thomas Fry
Player
Labor Supervisor

Char.
Player

Char.
Player

Char. José Gutierrez
Player

1920S ERA INVESTIGATOR

Name: José Gutierrez
Player:
Occupation: Skilled Trade
Age: 26 Sex: Male
Residence: Laramie, Wyoming
Birthplace: Eclipse, Texas

CHARACTERISTICS

STR	55 (27/11)	DEX	45 (22/9)	INT Idea	55 (27/11)
CON	45 (22/9)	APP	45 (22/9)	POW	60 (30/12)
SIZ	60 (30/12)	EDU	55 (27/11)	Move Rate	7 (+1 / -1)

Major Wound: 10 (MAX)
Temp. Insane:
Indef. Insane:
60 (Max)

HIT POINTS

Dying		00	01	02
Unconscious		03	04	05
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

SANITY

Insane: 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

LUCK

Out of Luck: 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS

12 (MAX)

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%) Oil Rigging	50 (25/10)	☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)	50 (25/10)	☐ Spot Hidden (25%)	35 (17/7)
☐ Carpentry	30 (15/6)	☐ Firearms (Rifle/Shotgun) (25%)	35 (17/7)	☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)		☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)		☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	15 (7/3)	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)	61 (30/12)	☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%) Spanish	67 (33/13)	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	22 (11/4)	☐		☐ Psychology (10%)	20 (10/4)	☐	
☐ Drive Auto (20%)	30 (15/6)	☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)	50 (25/10)	☐ Language (Own) (EDU) English	55 (27/11)	☐ Ride (05%)		☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus: none
Build: 0
Dodge: 22 (11/4)

Backstory

Personal Description Mexican-American. Average height. Rough clothing and straw hat. Mustache.

Traits Easy-Going. Reliable. Vengeful if crossed. Superstitious.

Ideology/Beliefs Roman Catholic. It's easy to be good to the people you work for and the people who work for you. I clean up the messes the men above me make.

Injuries & Scars

Significant People Parents Juan and Anna in Eclipse. Cousin Maria.

Phobias & Manias

Meaningful Locations Parent's Farm near Eclipse, Texas.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Strange carved wooden statuette from Mexico.

Encounters with Strange Entities

Gear & Possessions

When you turned 18, you dropped out of high school and traveled Texas and Mexico. You ended up in Laramie, Wyoming, and found work at the Midwest Refining Company in 1926, soon becoming a general supervisor. When Stanford came to you with a job that needed men, you found it odd as it wasn't usually vice-presidents that talked to you. You're not sure it's legitimate company work, but you'll play along for now.

- Clothes and Boots
- Two packs of Cigarettes
- Matchbook
- Wristwatch

Cash & Assets

Spending Level Average - $10/day

Cash $30

Assets $750

Apartment in Laramie, Wyoming.

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = ***Unconscious***

Reach 0 HP with Major Wound = ***Dying***

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

- Char. Amanda Rice / Player — Secretary
- Char. Roger Stanford / Player — Vice President
- Char. Dr. Evelyn Chambers / Player — Geologist
- Char. Dr. Adam Silverberg / Player — Professor
- Char. Dr. Thomas Fry / Player — Chemist
- Char. / Player
- Char. / Player
- Char. / Player

"'The West Indies must be the plague spot of the world,' muttered Buckner, a blur on his blankets. 'I've heard of *zombies*. Never knew before what a *zuvembie* was. Evidently some drug concocted by the voodoo-men to induce madness in women. That doesn't explain the other things, though: the hypnotic powers, the abnormal longevity, the ability to control corpses—no, a *zuvembie* can't be merely a madwoman. It's a monster, something more and less than a human being, created by the magic that spawns in black swamps and jungles—well, we'll see.'"

—Robert E. Howard, "Pigeons from Hell"

About the Author

Andy Miller started tabletop gaming in 1979 when he read an article in Games Magazine about Dungeons & Dragons and pestered his mother into getting him the Holmes Basic D&D boxed set. He stumbled across Call of Cthulhu soon after and collected but didn't really play the game until he started running one-shots and campaigns in 2006.

He had a few articles published in Dragon Magazine and Dungeon Adventures in the late 90s and early 2000s, eventually having three full-length 3rd Edition Dungeons & Dragons scenarios published by Kenzer and Company in 2001, writing credits in four other Kenzer products over the next few years, and a Babylon 5 scenario published in Signs & Portents Magazine in 2007.

A contributing author to the *Twilight: 2013* RPG, a first-pass proofreader of the *Masks of Nyarlathotep Companion*, and a consistent contributor of reviews in Knights of the Dinner Table Magazine, his first attempt at self-publication was the Miskatonic University Library Association monograph *The Phantom of Wilson Creek* in 2012.

His other three scenarios on DriveThruRPG include *The Pannikin Requiem, The Lost Valley*, and *The Curse of Dudleytown*.

A former teacher and city editor at a small-town daily newspaper, he is currently a caregiver for his parents and lives in North Carolina with two dogs.

He hopes this scenario proves both entertaining and interesting to Keepers and Players alike.

The Harlotville Horror

THERE'S OIL IN THEM THAR HILLS!

It's 1929 and, with the Hobbs Strike of last year, it's time to go looking for oil again. As employees of the Northwest Refining Company, you've been tasked with following up on some college professor's clues that there might be a good deal of oil under the Plains of San Augustine. But there are a few unanswered questions. For instance, why is a vice-president of the company organizing the whole operation instead of one of the managers? And why did he bring his secretary? No one knows what happened to the ghost town of Harlotville nearly 75 years ago, but you're only going to be about 20 miles from civilization so nothing could really go wrong, could it?

The Harlotville Horror was originally written as a convention scenario but is detailed enough for home play. The scenario for Call of Cthulhu is set in the summer of 1929. With only a little modification it can be adapted to different times or places. If the horror that lingers in Harlotville is not defeated or destroyed by the investigators, perhaps someone else is up to the task.

The Harlotville Horror includes:

- A 25-page fully-illustrated and deadly scenario set in the Plains of San Augustine, New Mexico, with information on the state, Catron and Socorro Counties, the plains, some of the surrounding towns and communities, the Midwest Refining Company, oil in New Mexico, and methods for finding oil.

- A new magical tome, magical item, and spell.

- Information on a unique mythos creature that has never before appeared in a Call of Cthulhu product.

- Non-player characters, creatures, and animals likely to be found on the Plains of San Augustine.

- Maps of Western New Mexico, Harlotville, and the brothel there, including blank maps for the players.

- Four handouts.

- Six Pregenerated investigators.

Call of Cthulhu
Miskatonic Repository